Disney Learning

The Alphabet

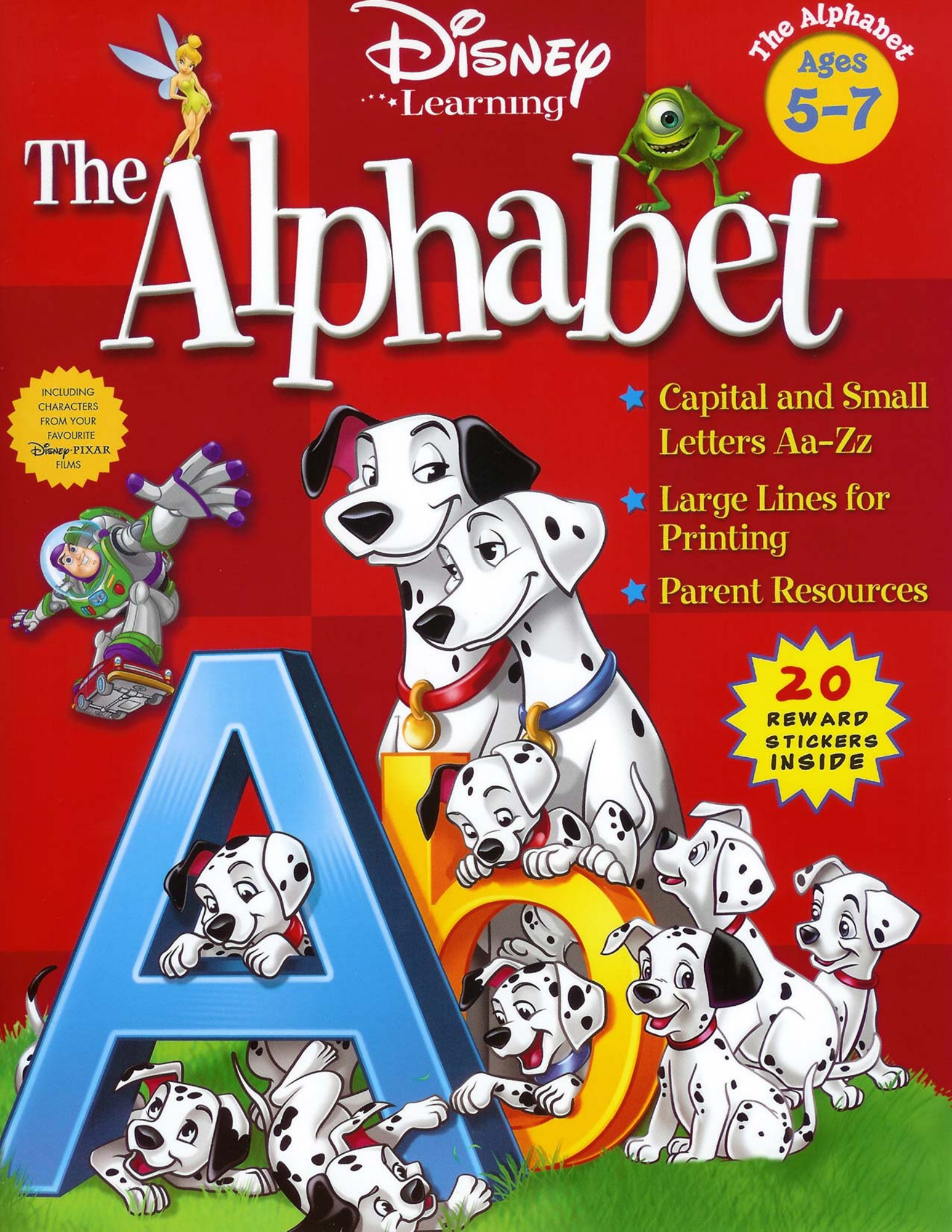
Ages 5-7

The Alphabet

INCLUDING CHARACTERS FROM YOUR FAVOURITE Disney·PIXAR FILMS

- Capital and Small Letters Aa-Zz
- Large Lines for Printing
- Parent Resources

20 REWARD STICKERS INSIDE



Disney Learning

The Alphabet

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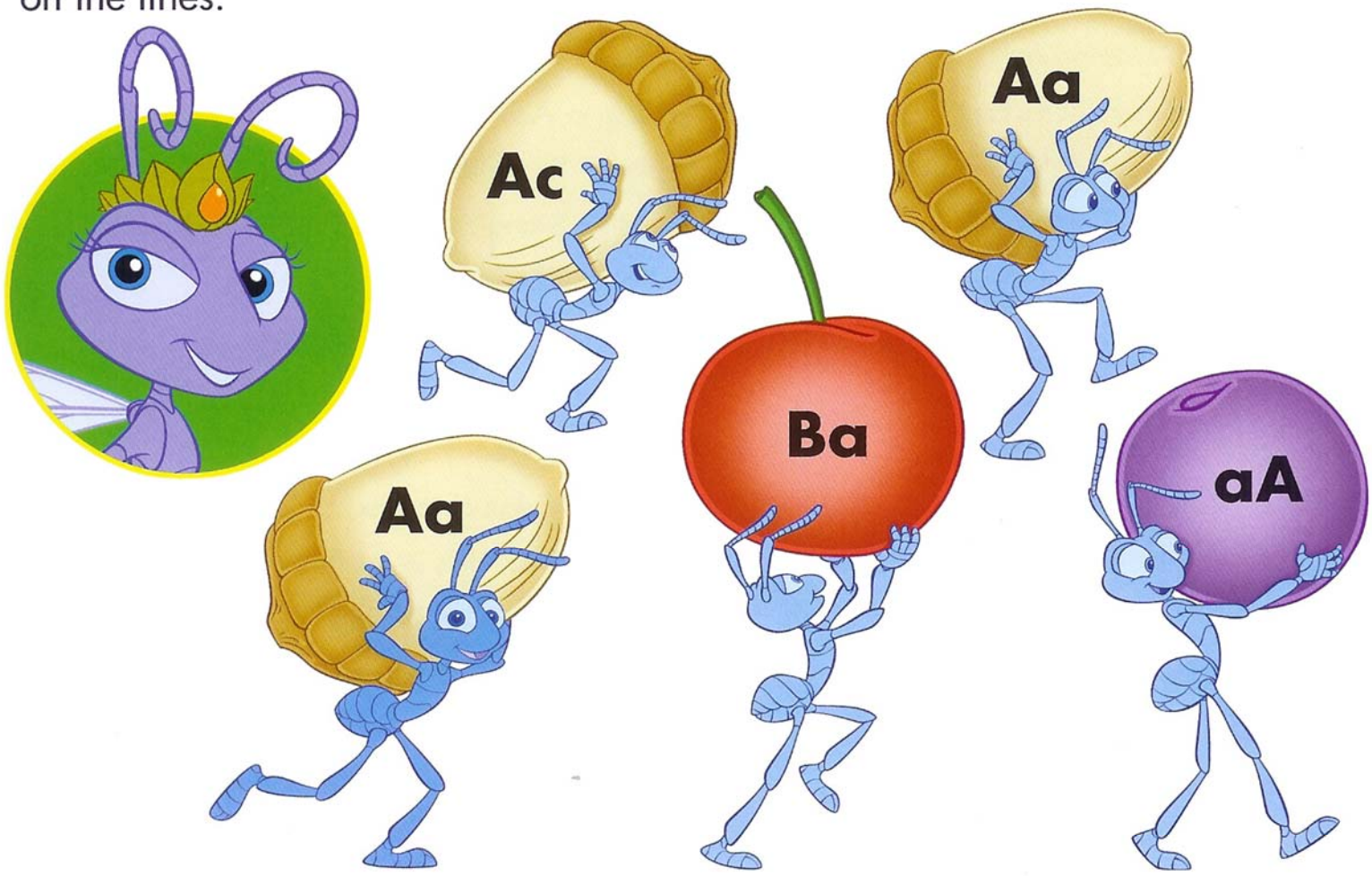
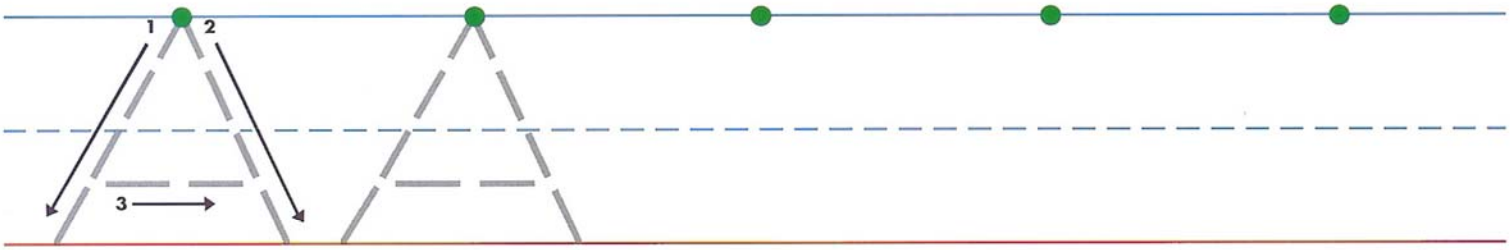
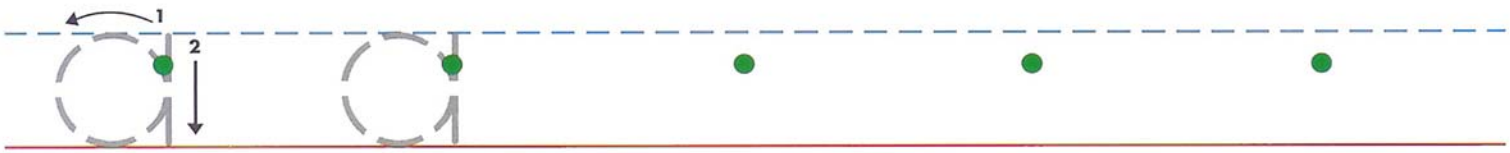
Amazing Ants

Name _____

Atta watches the ants. Capital **A** and small **a** are partner letters. Circle each ant that has partner letters. Then trace and print the letters **A** and **a** on the lines.





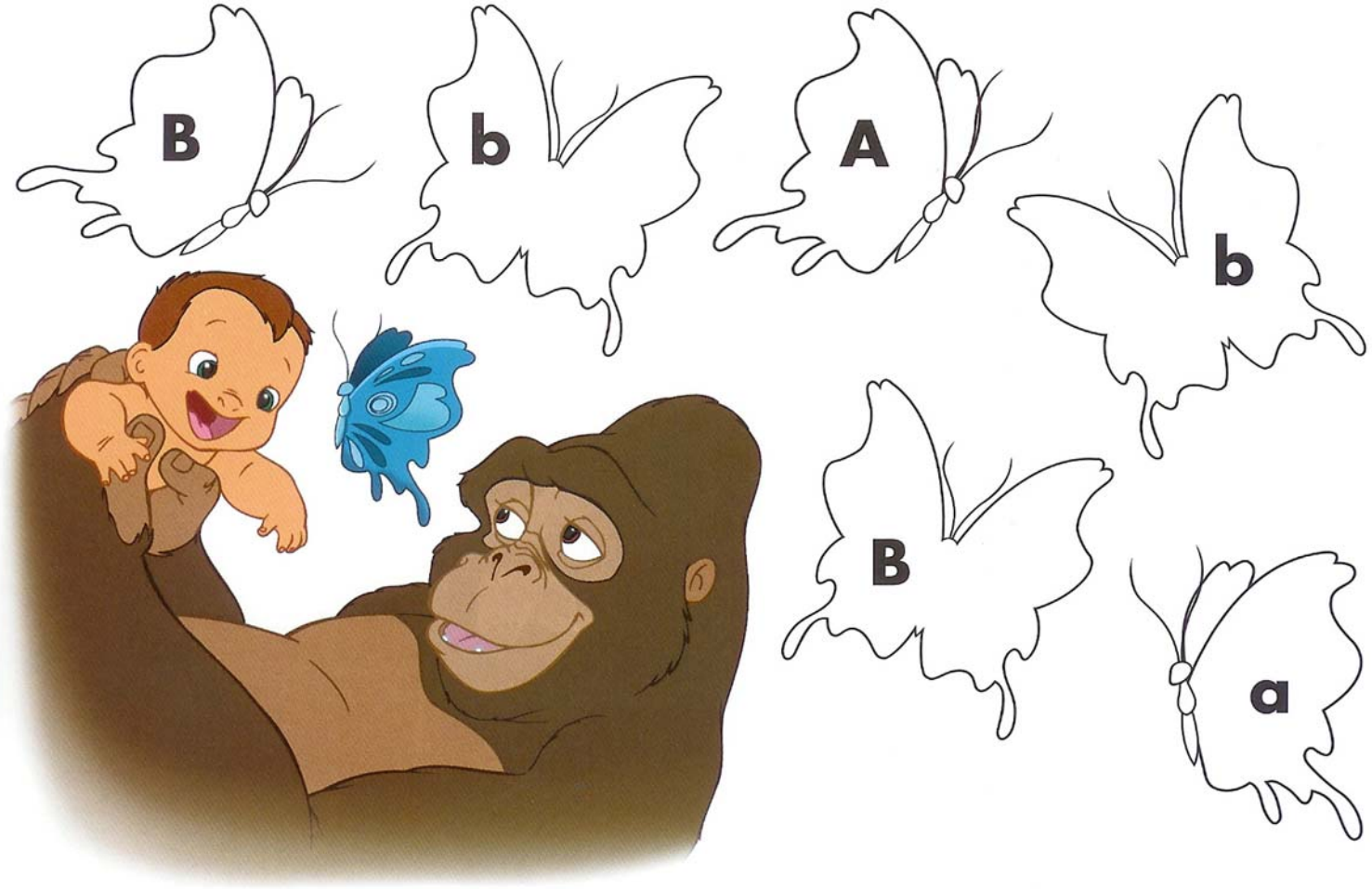


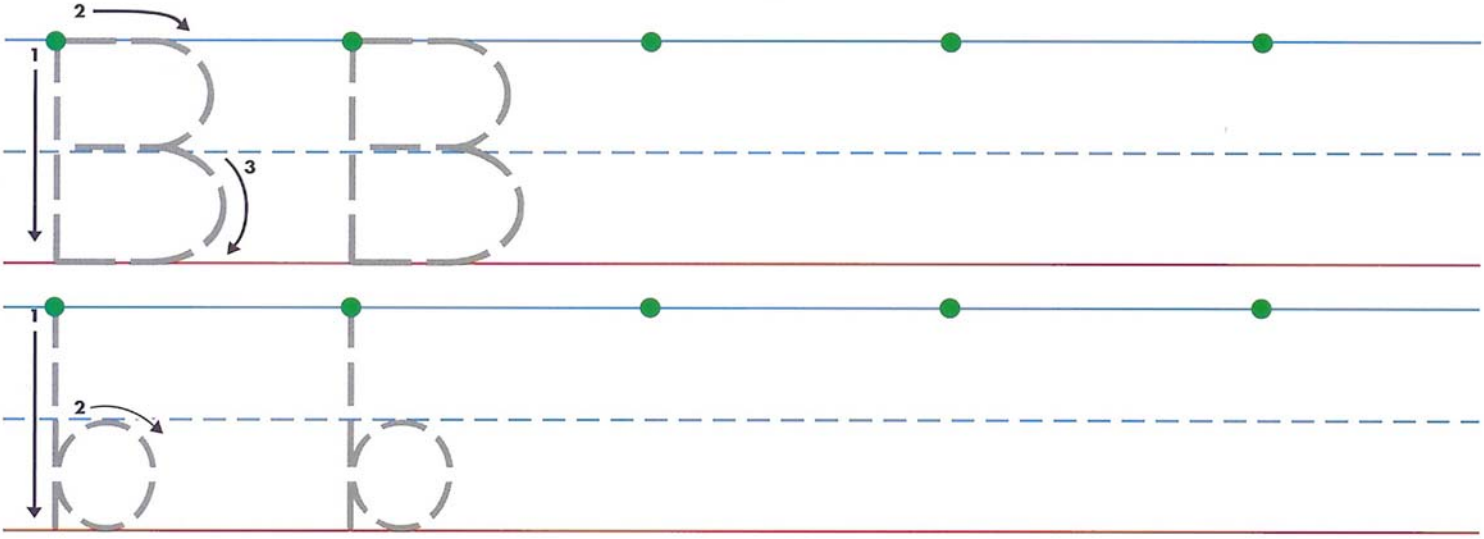
© Disney/Pixar

Baby's Butterflies

Name _____

Baby Tarzan bats at the butterflies. Colour each butterfly that has capital **B** or small **b** on it. Then trace and print the letters **B** and **b** on the lines.





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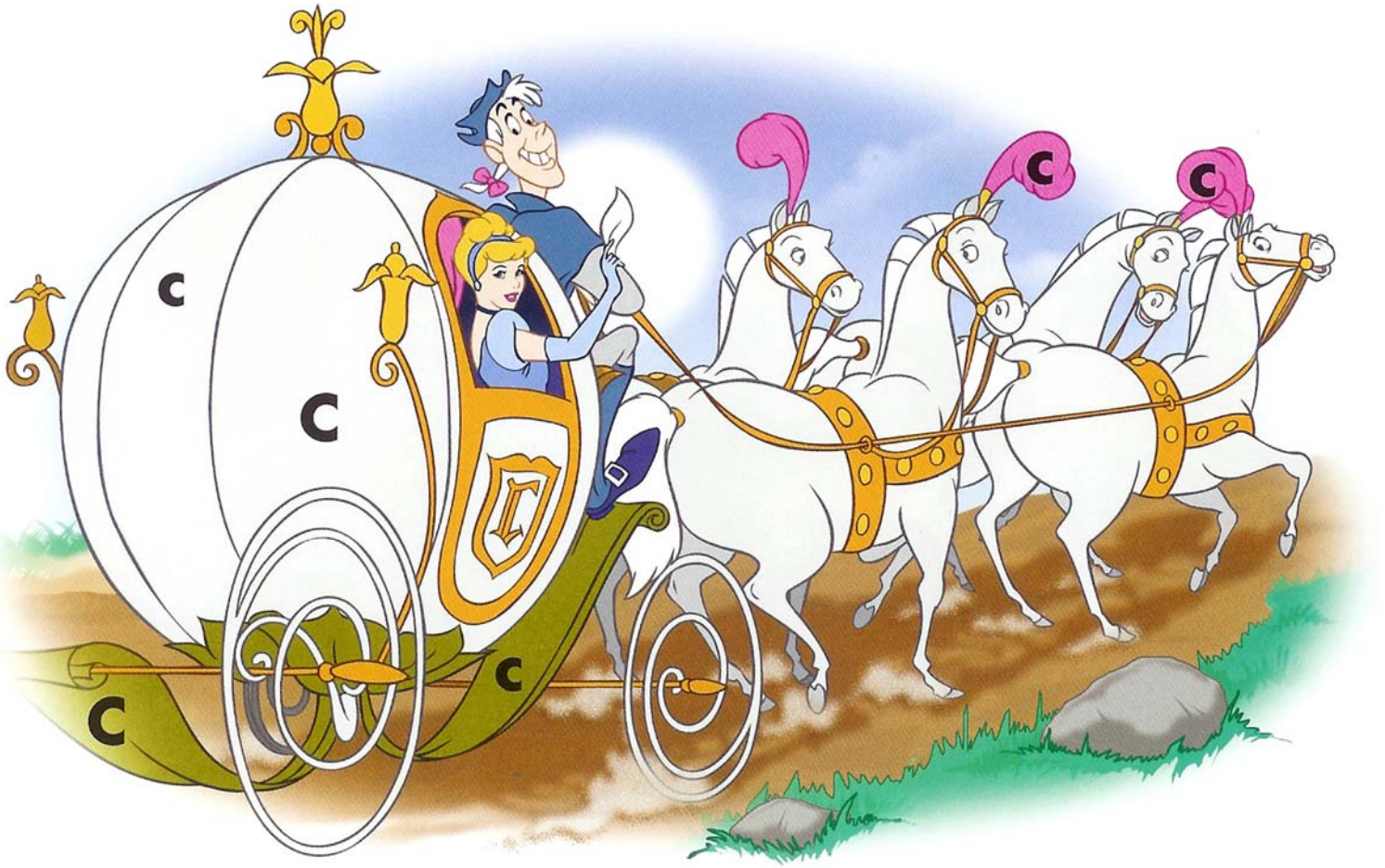
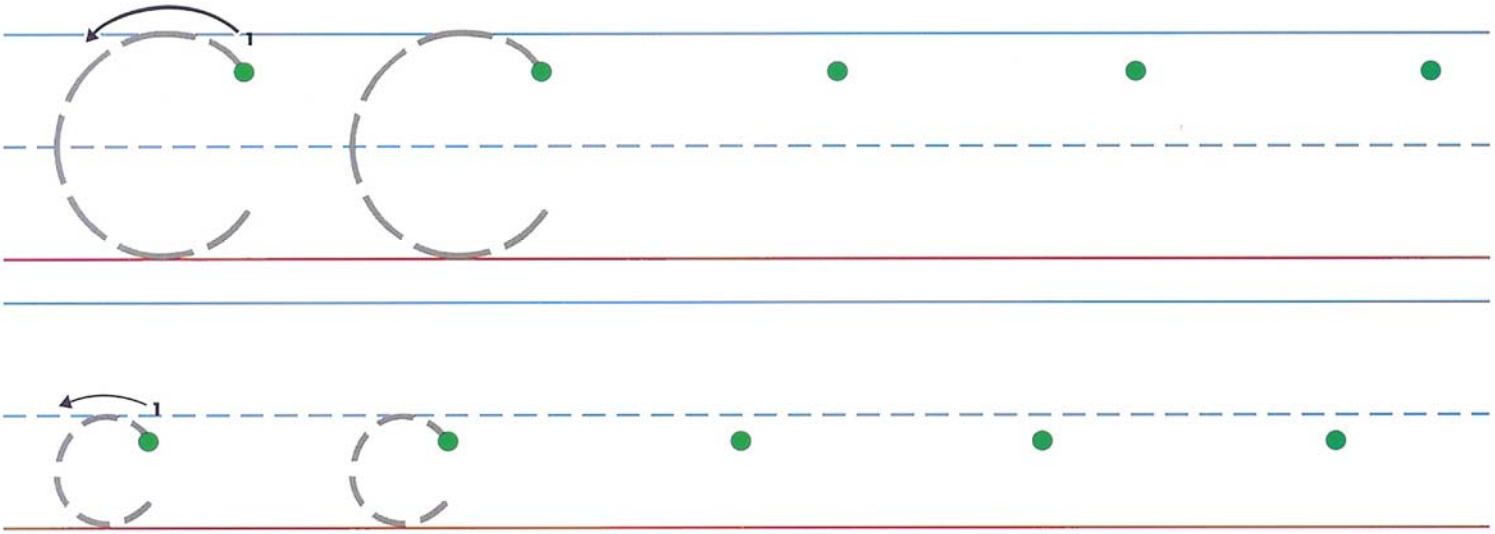
Cinderella's Coach

Name _____

Cinderella waves from her coach. Find and circle each capital **C** and small **c** in the picture. Then trace and print the letters **C** and **c** on the lines.





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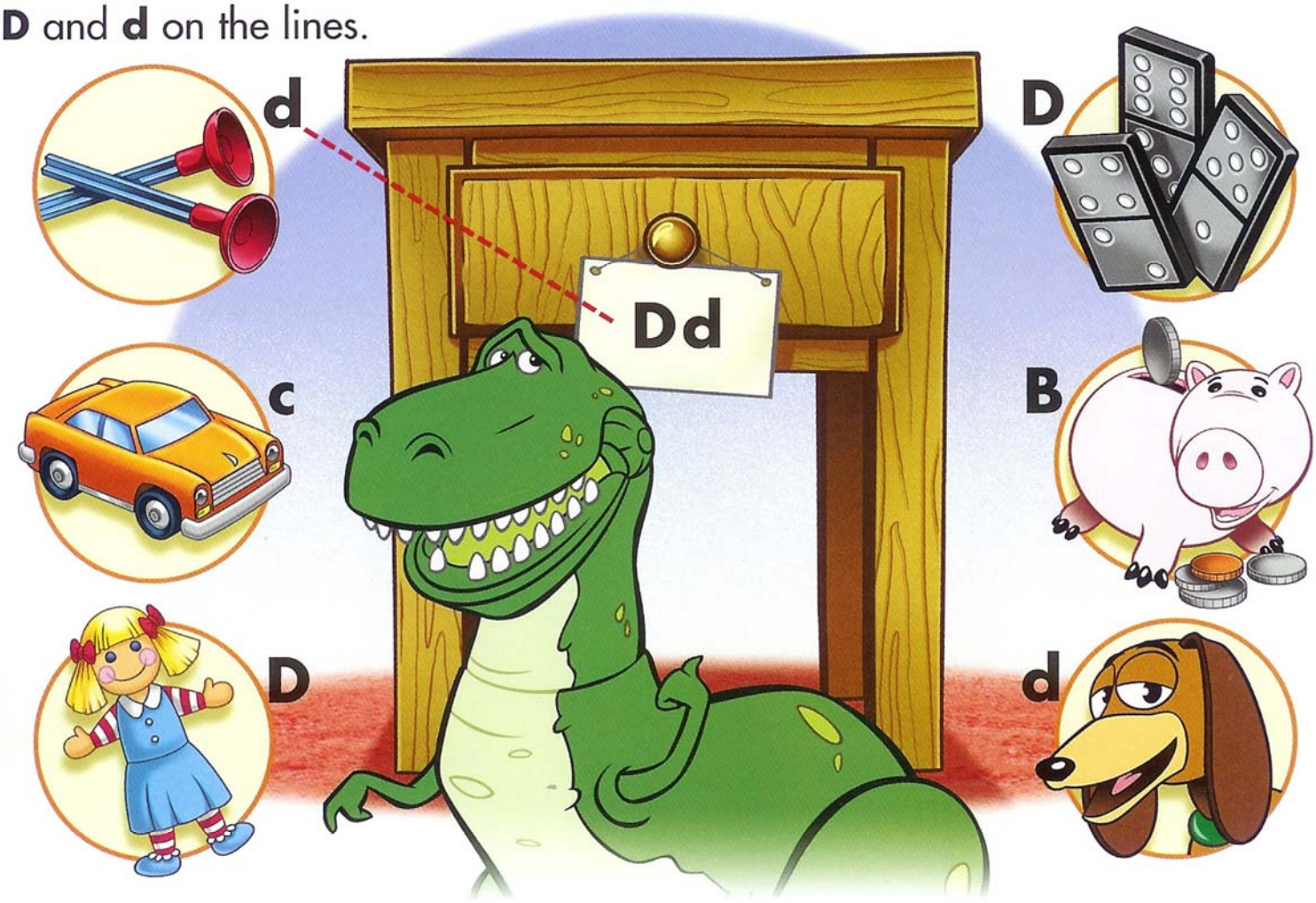
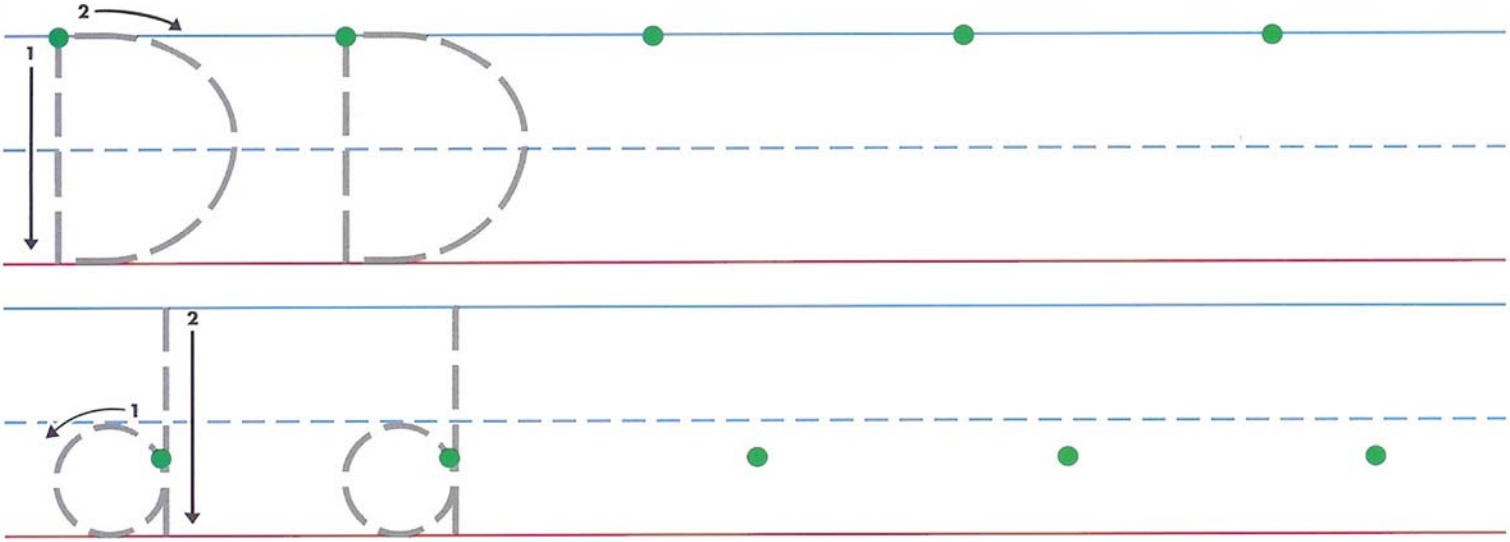
Dandy Dinosaur

Name _____

Help Rex figure out which of Andy's toys belong in the drawer. Draw a line from each picture that has a **D** or a **d** to the drawer. Then print the letters **D** and **d** on the lines.





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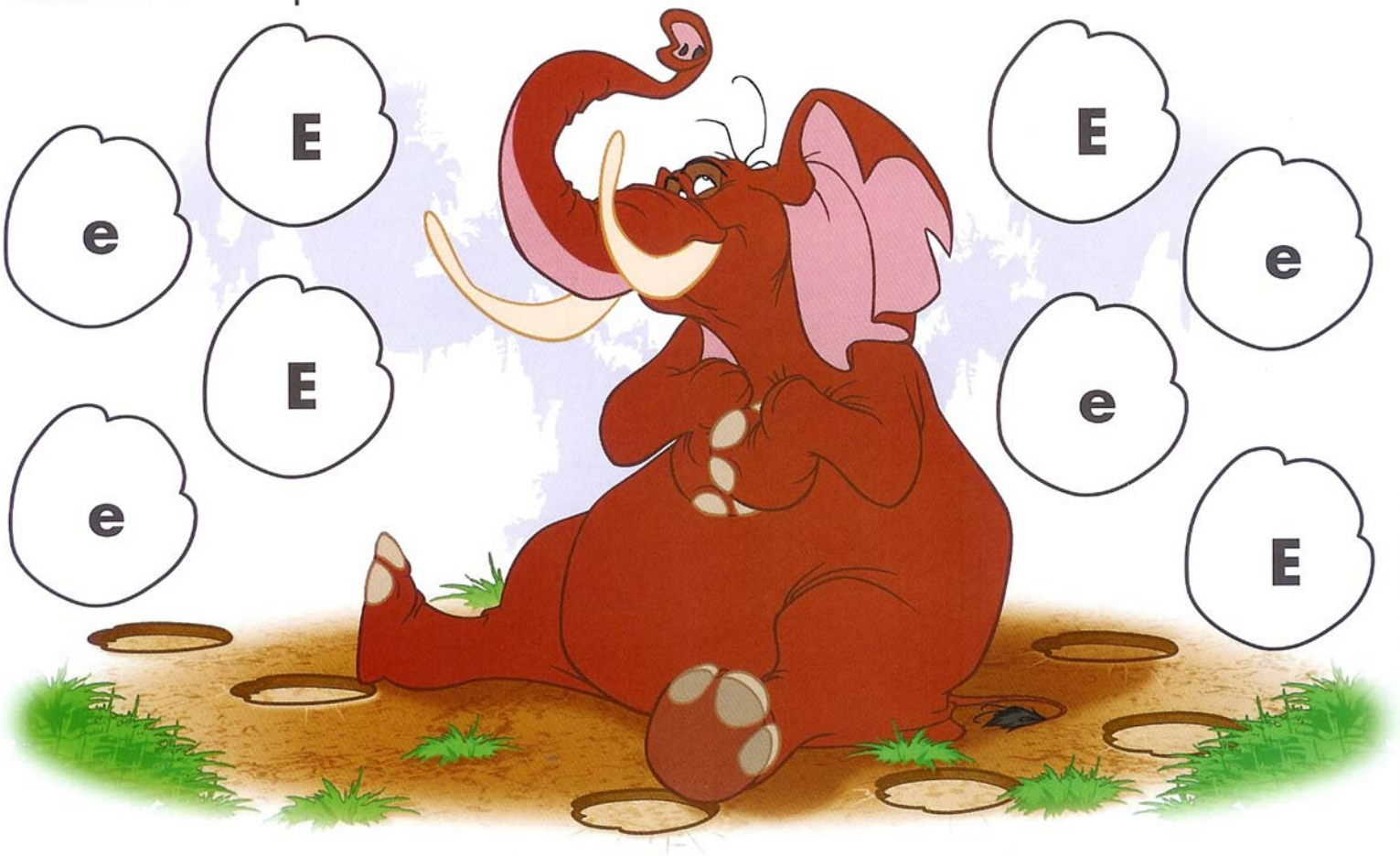
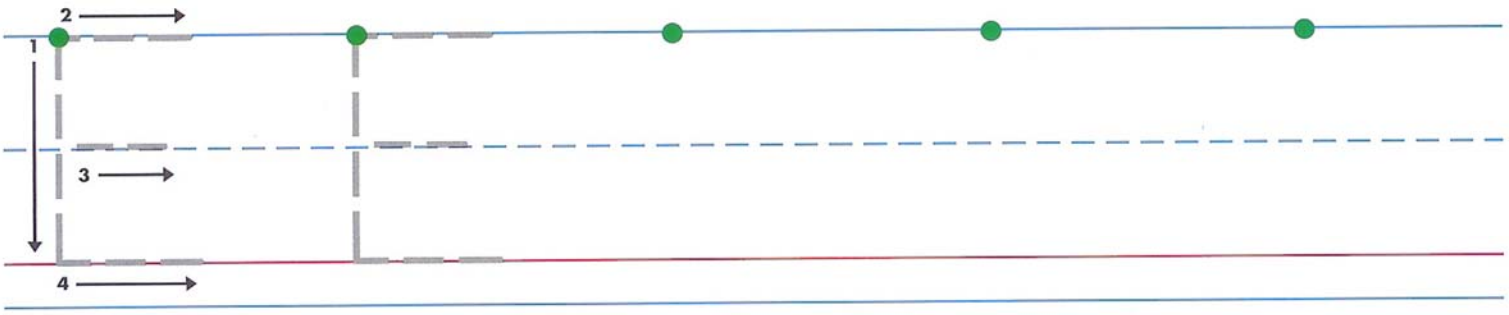
Enormous Elephant

Name _____

Tantor is a big, huge, enormous elephant. Colour blue each footprint that has a capital **E** on it. Colour brown each footprint that has a small **e** on it. Then trace and print the letters **E** and **e** on the lines.





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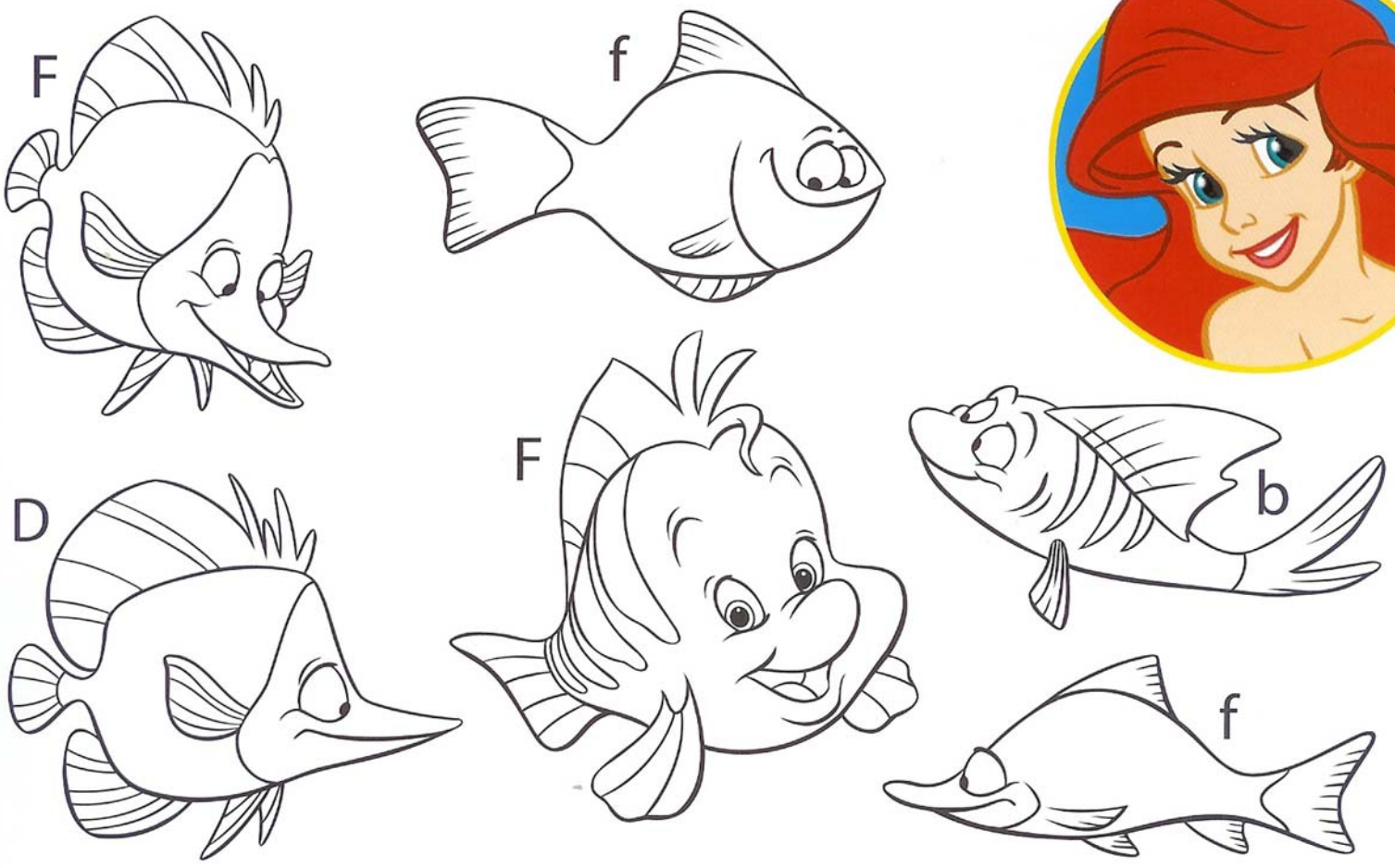
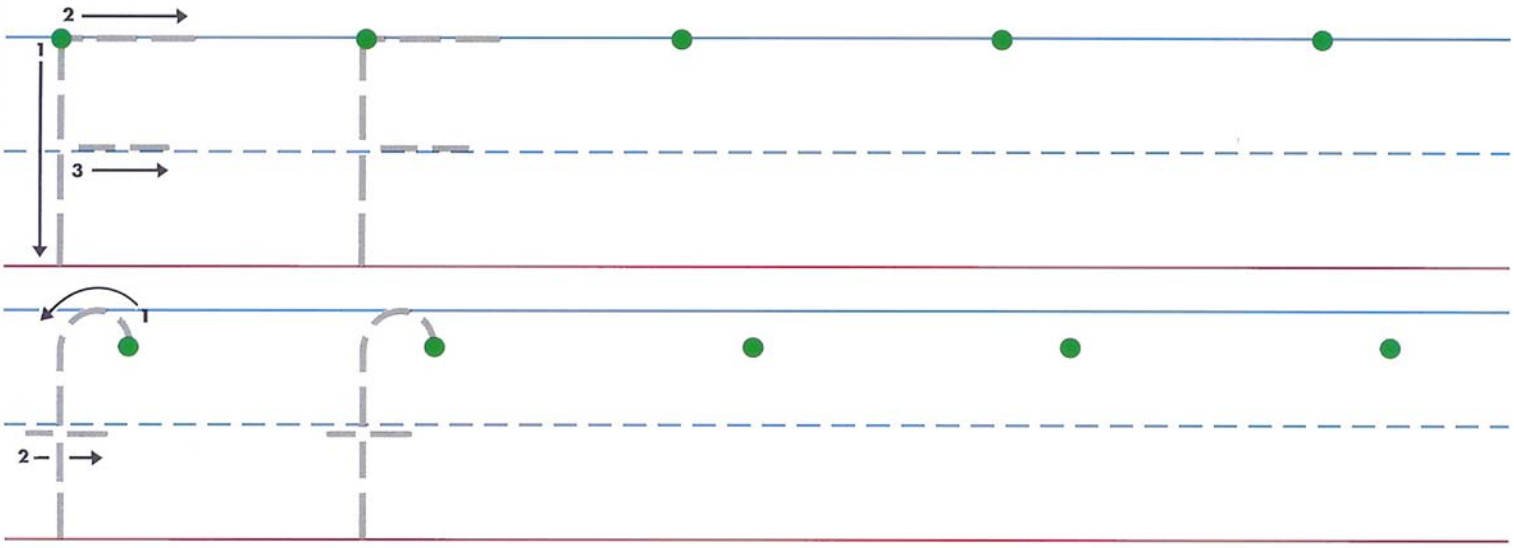
Friendly Fish

Name

Ariel swims with some friendly fish. Colour each fish that has an **F** or an **f** next to it. Then trace and print the letters **F** and **f** on the lines.





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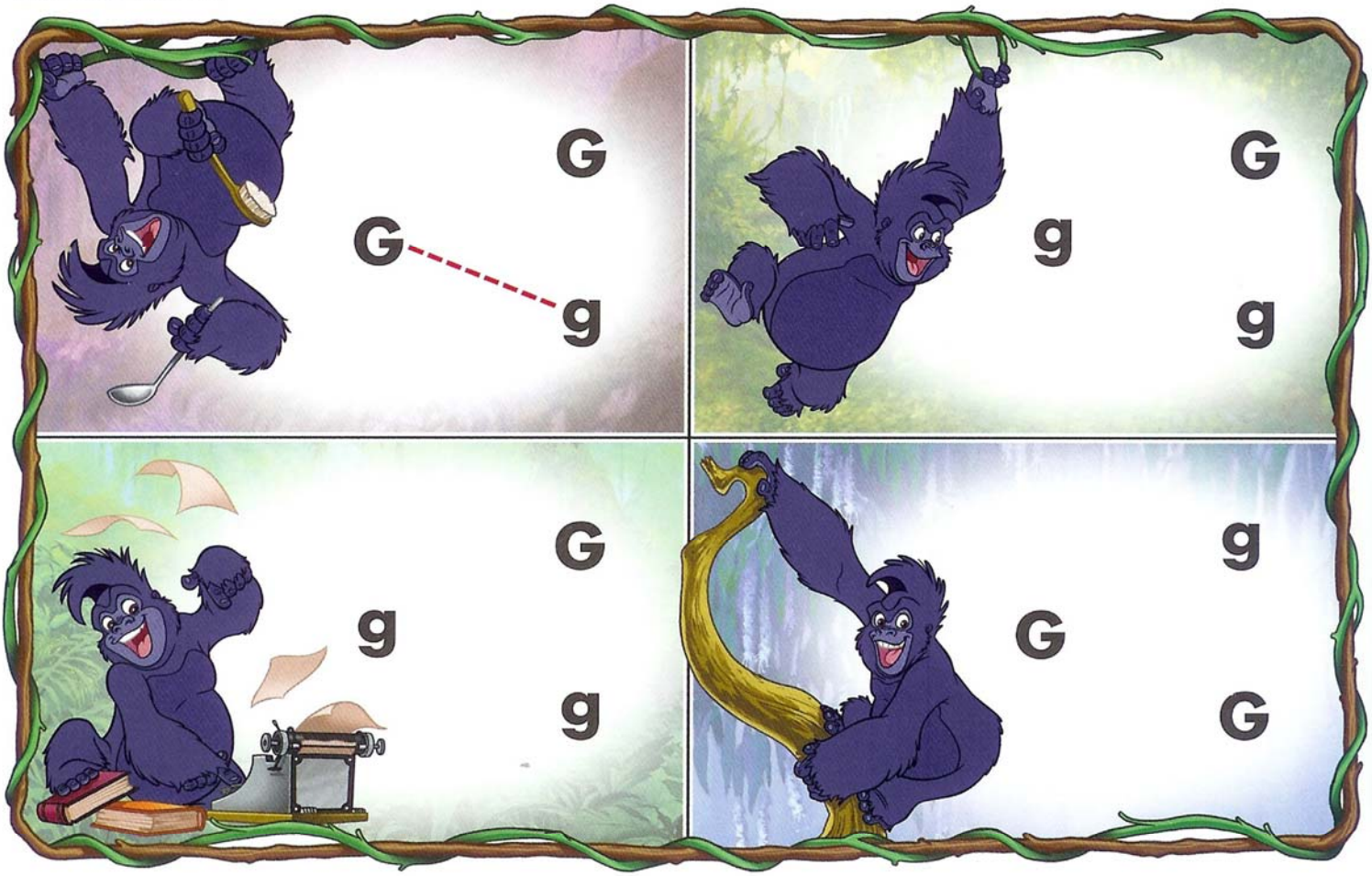
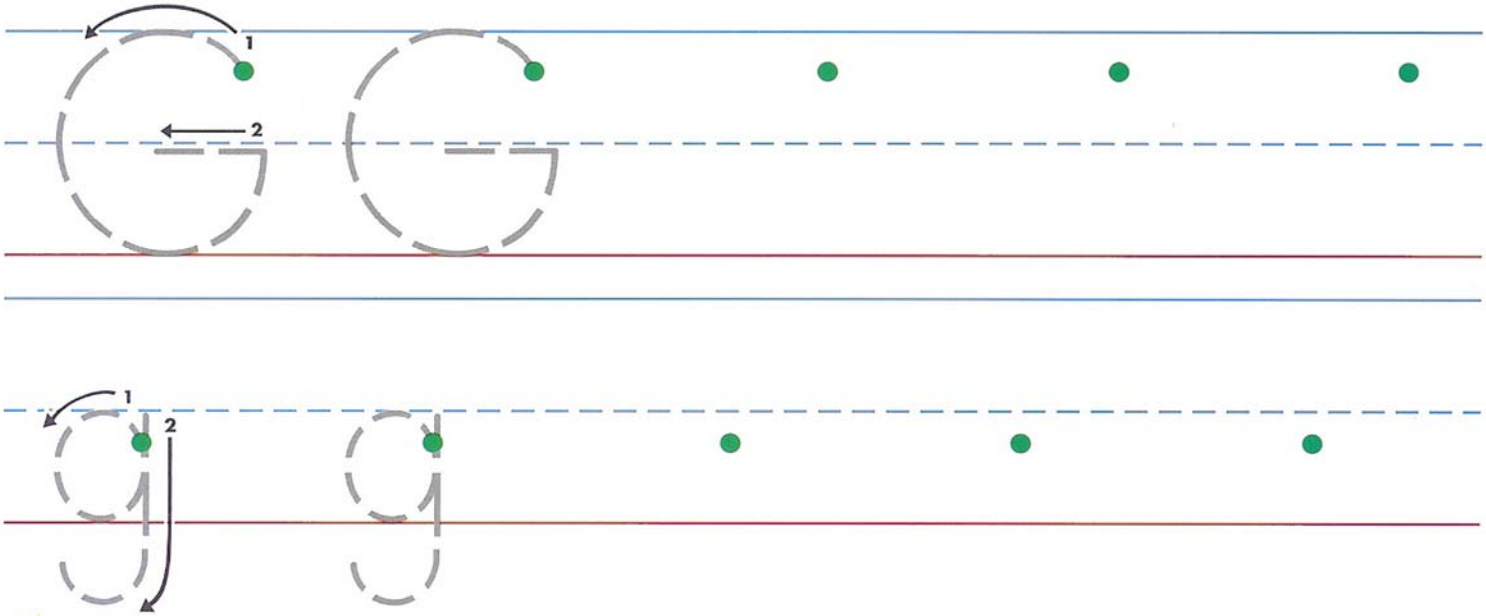
Gorilla Games

Name _____

Terk plays gorilla games. In each box, draw a line from the letter next to the gorilla to its partner letter. Then trace and print the letters **G** and **g** on the lines.





Matching and Printing Gg

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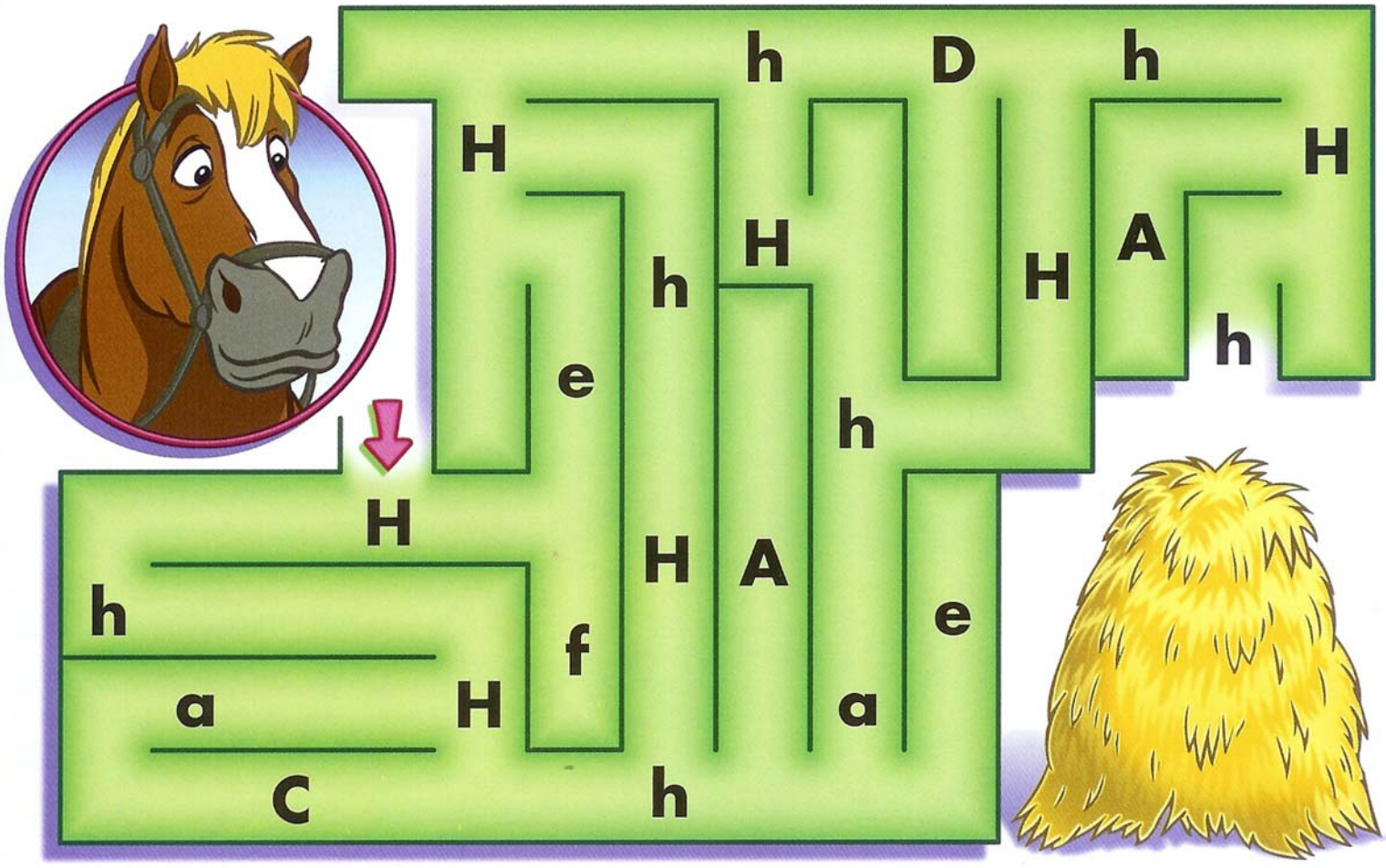
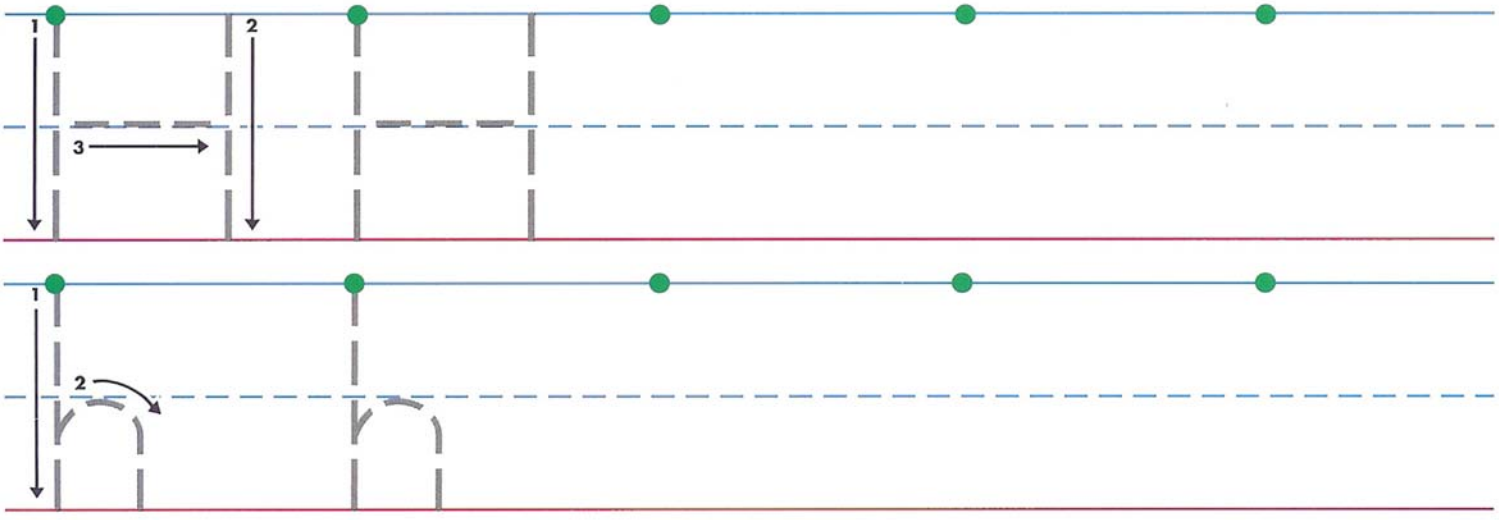
Hungry Horse

Name

Help Phillipe find his food. Draw a line along the **H-h** path to get the horse to the hay. Then trace and print the letters **H** and **h** on the lines.



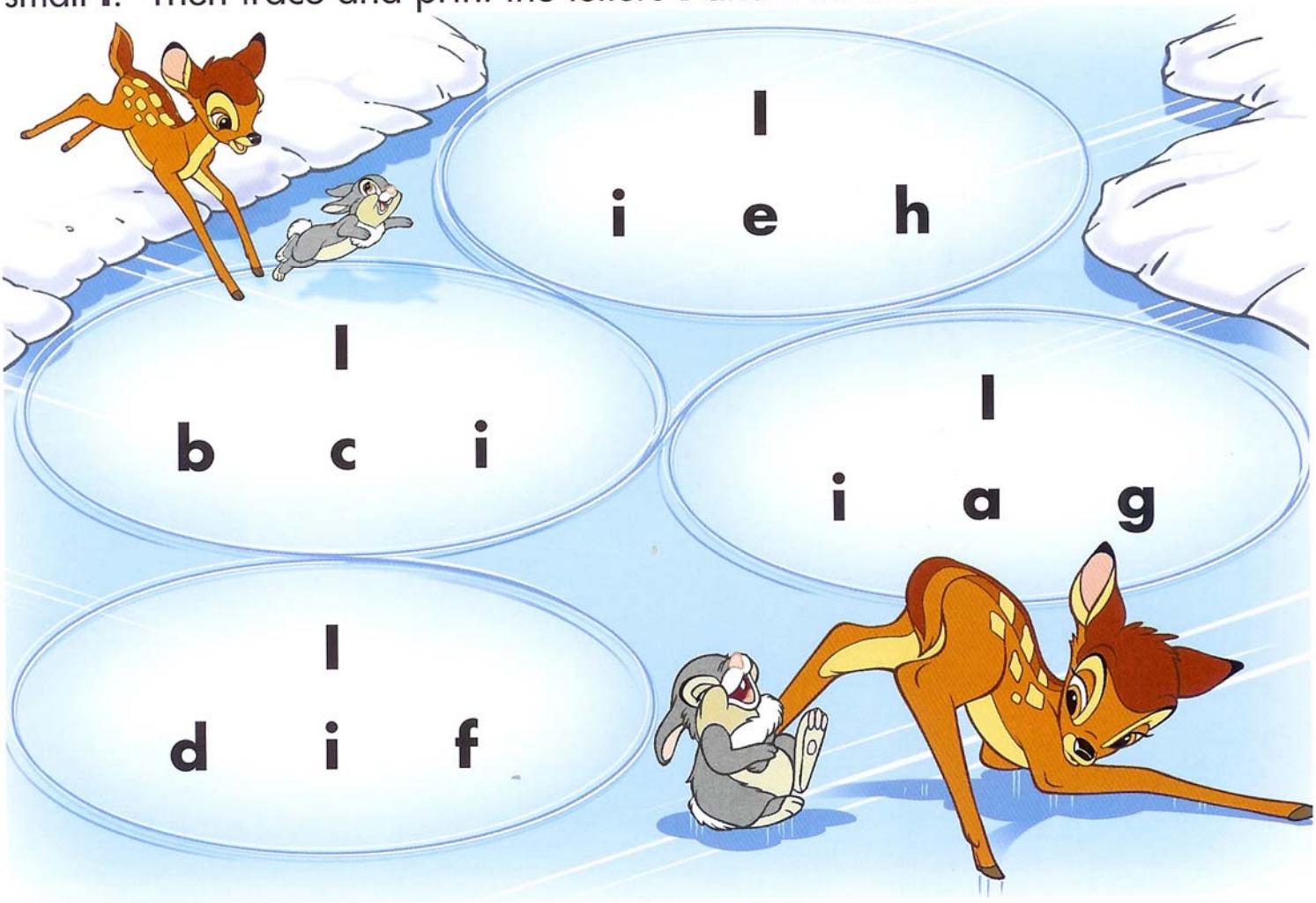


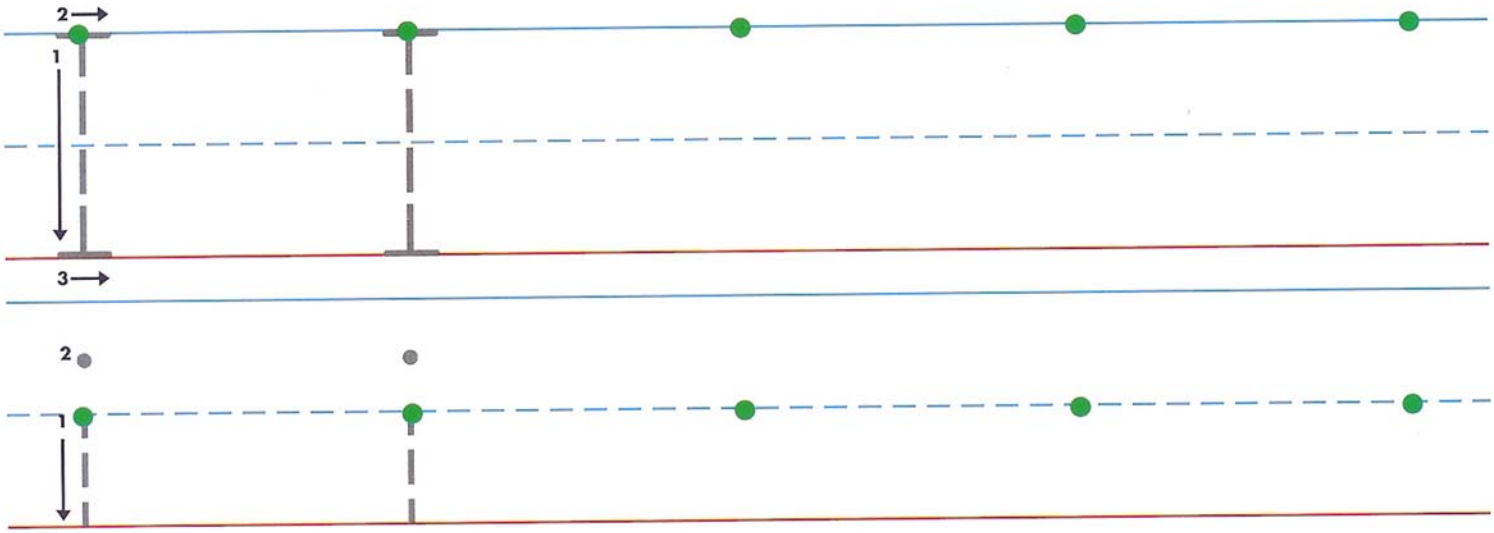
© Disney

It's Icy

Name _____

Bambi skates on the ice. Draw lines on the ice to match each capital **I** with a small **i**. Then trace and print the letters **I** and **i** on the lines.





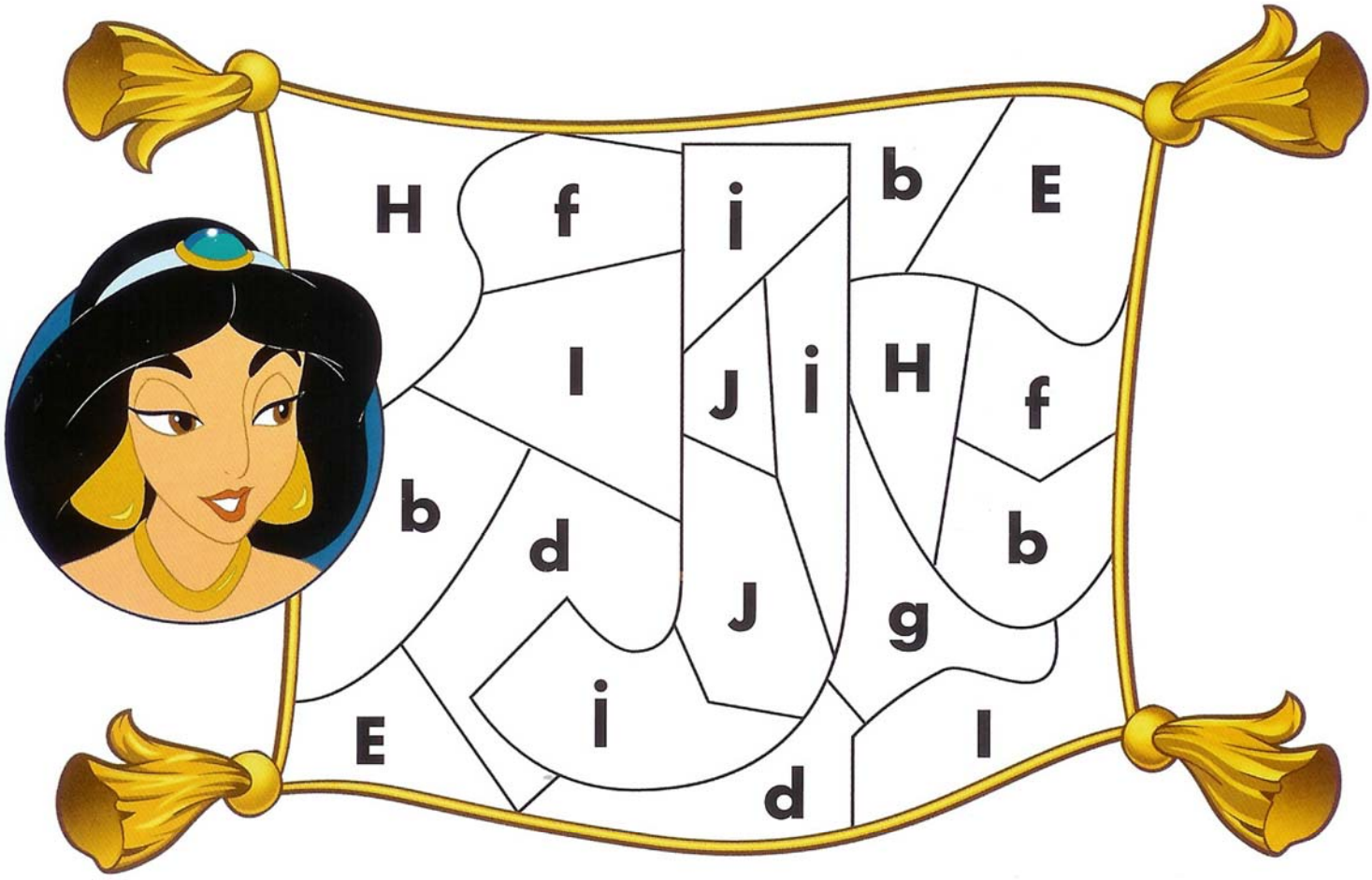
Matching and Printing Ii

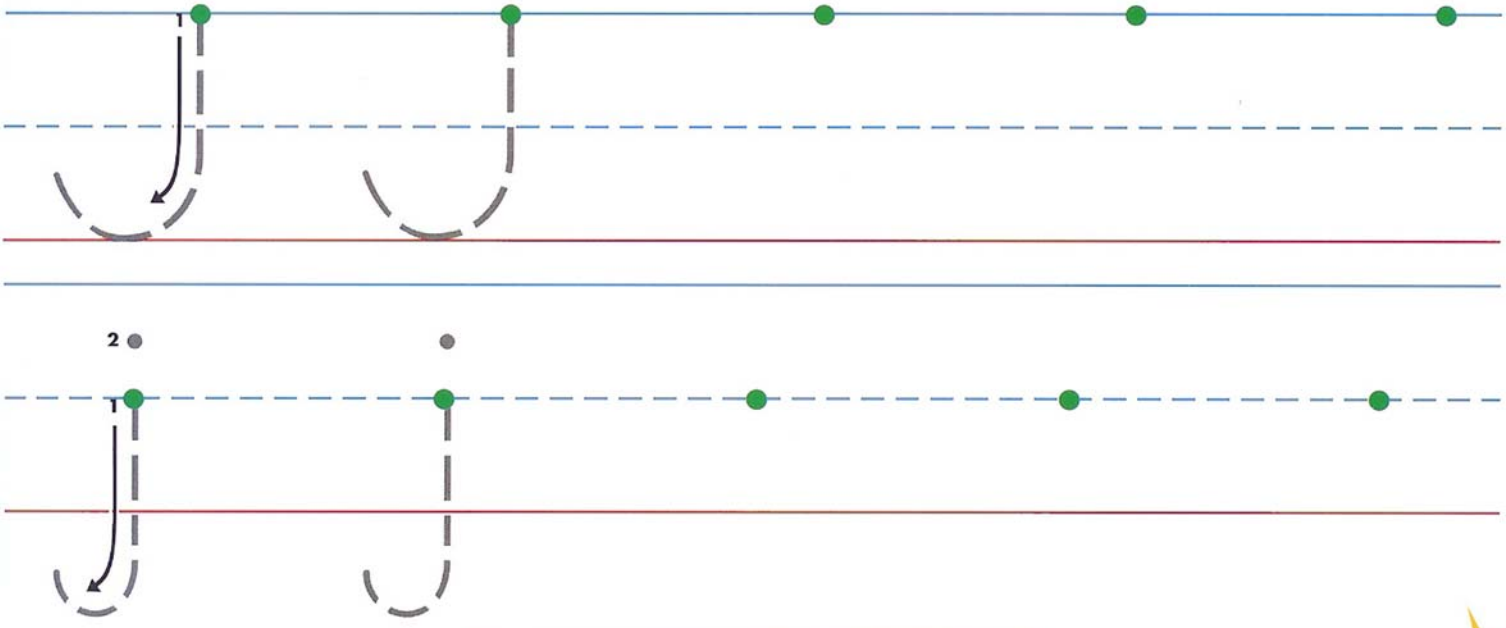
© Disney

Just Jasmine

Name

What is Princess Jasmine's favourite letter? Colour each space that has a capital **J** or a small **j** on it to find out. Then trace and print the letters **J** and **j** on the lines.





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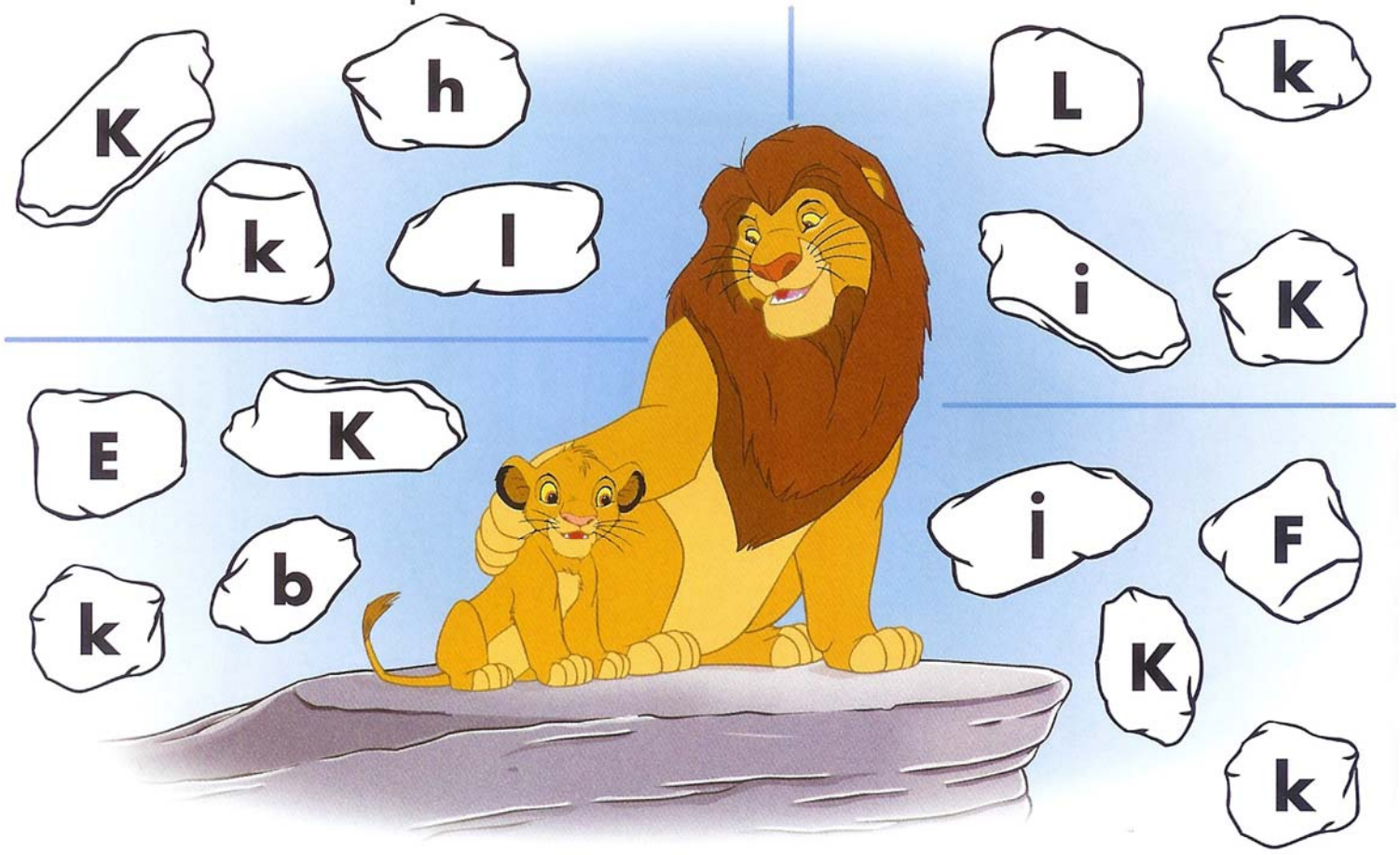
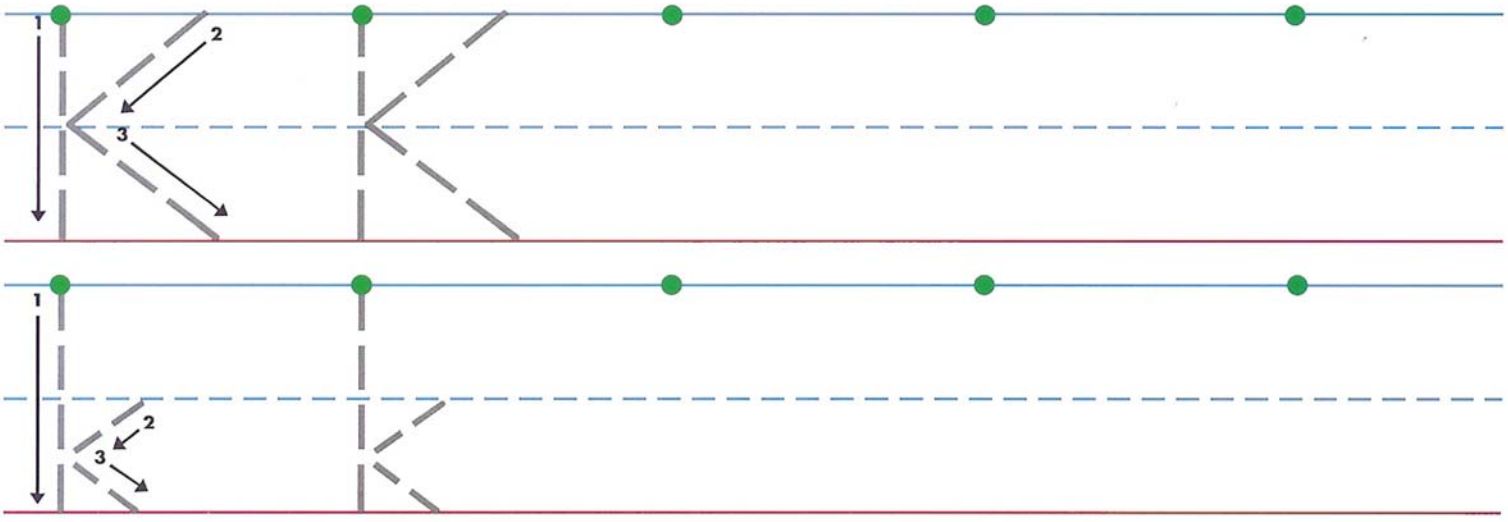
A Lion King

Name _____

Mufasa is the Lion King. He is sitting on a rock. Now, look at the other rocks. Colour the two rocks in each group that have the partner letters **K** and **k** on them. Then trace and print the letters **K** and **k** on the lines.



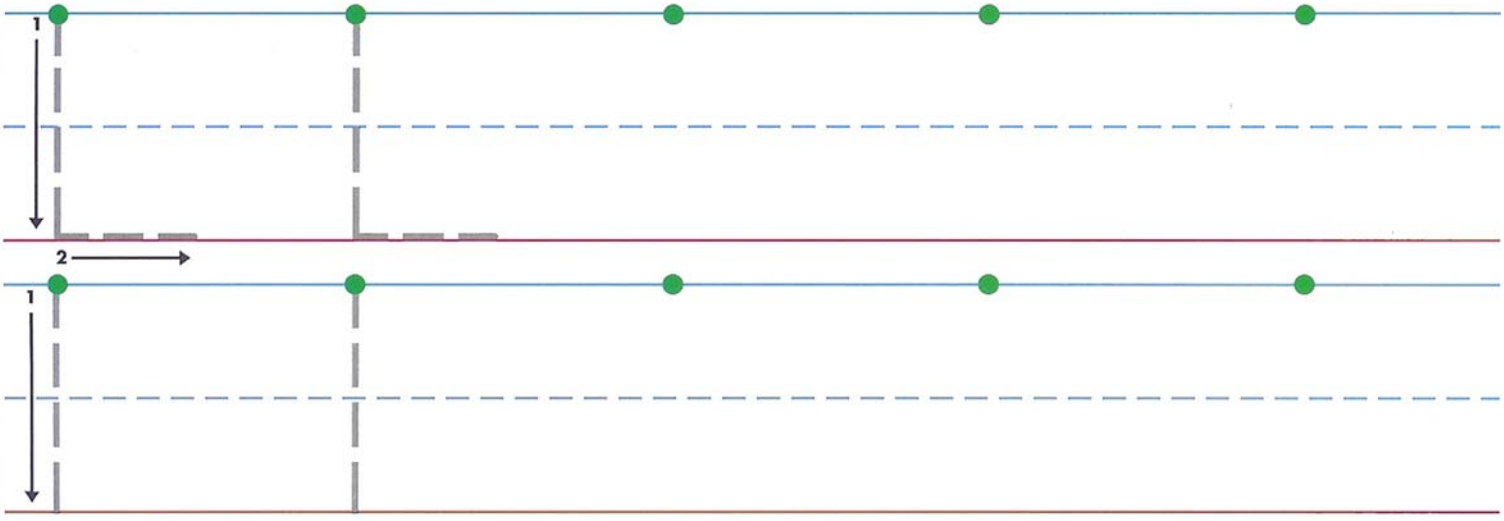


© Disney

Lovely Leaves

Name _____

Pocahontas loves to run through the leaves. Colour each leaf that has an **L** or an **I** on it. Then trace and print the letters **L** and **I** on the lines.

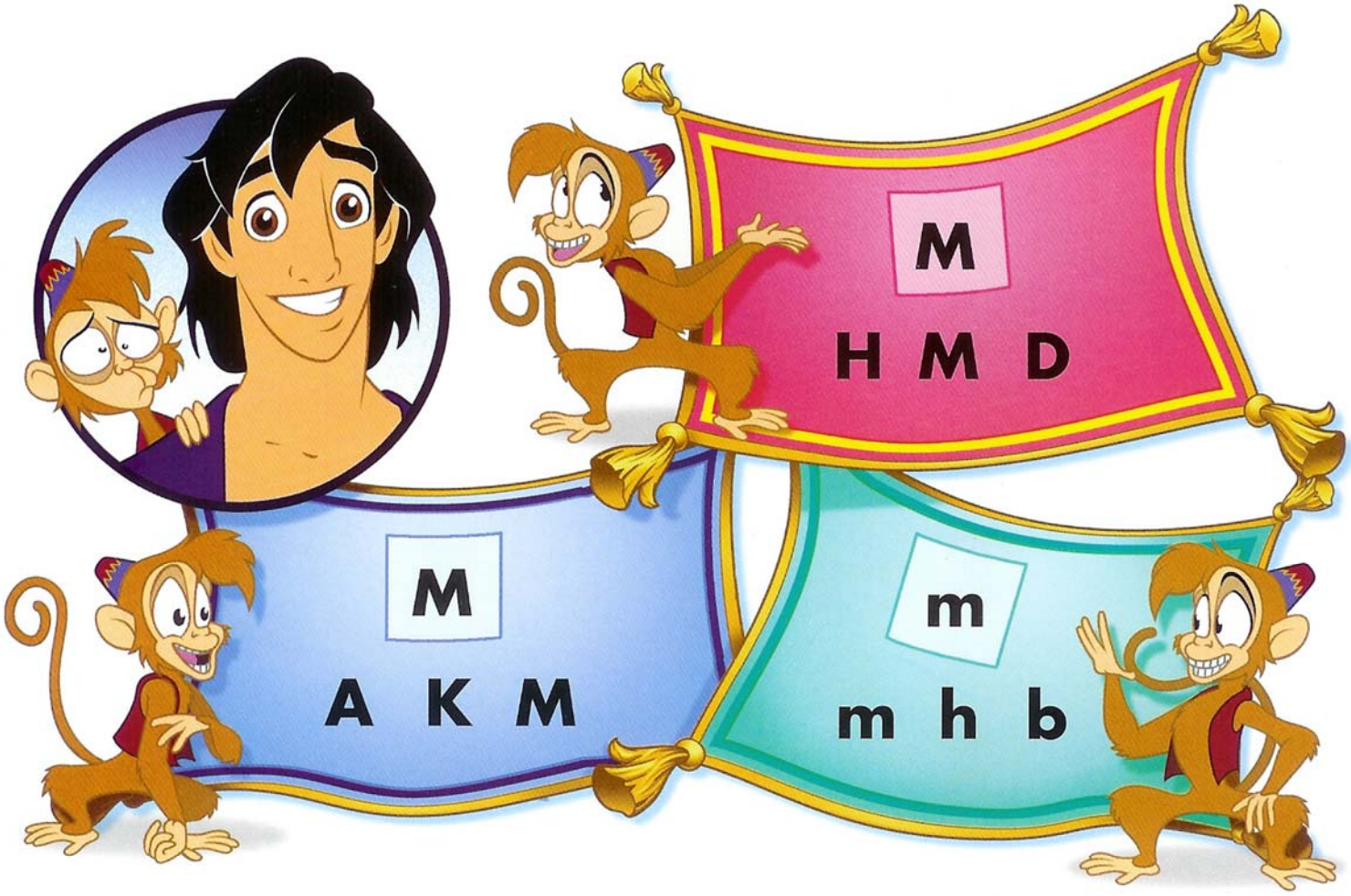


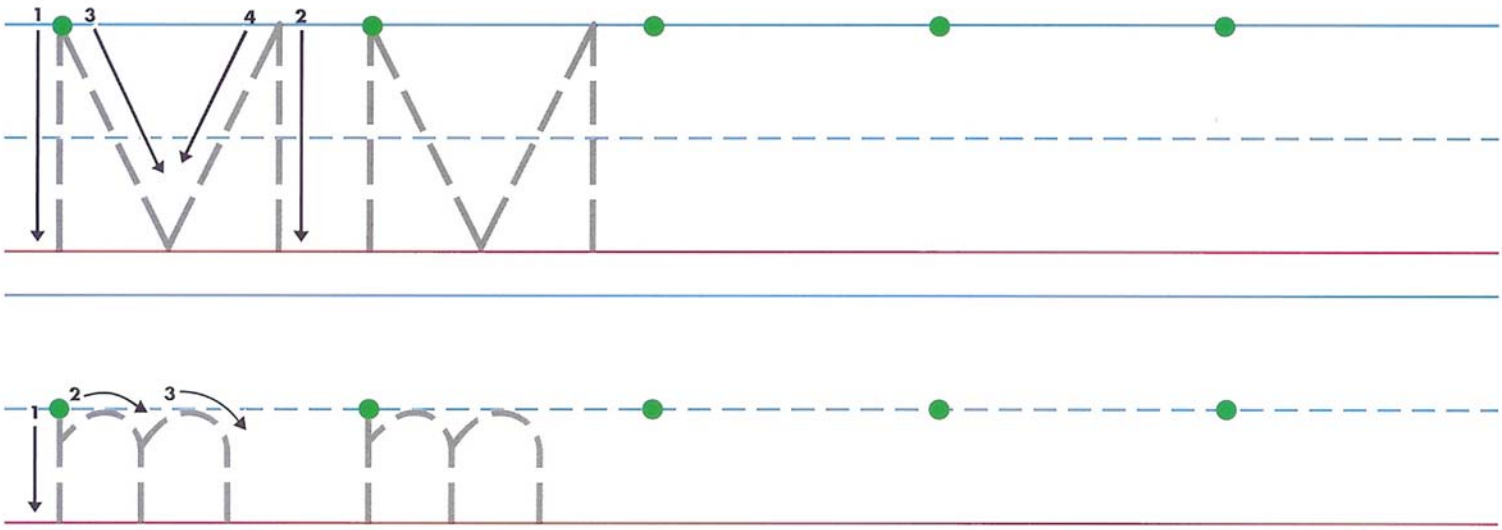
© Disney

Mini Monkey

Name _____

Abu is a tiny, mini monkey. On each rug, circle the letter that is the same as the letter in the box. Then trace and print the letters **M** and **m** on the lines.





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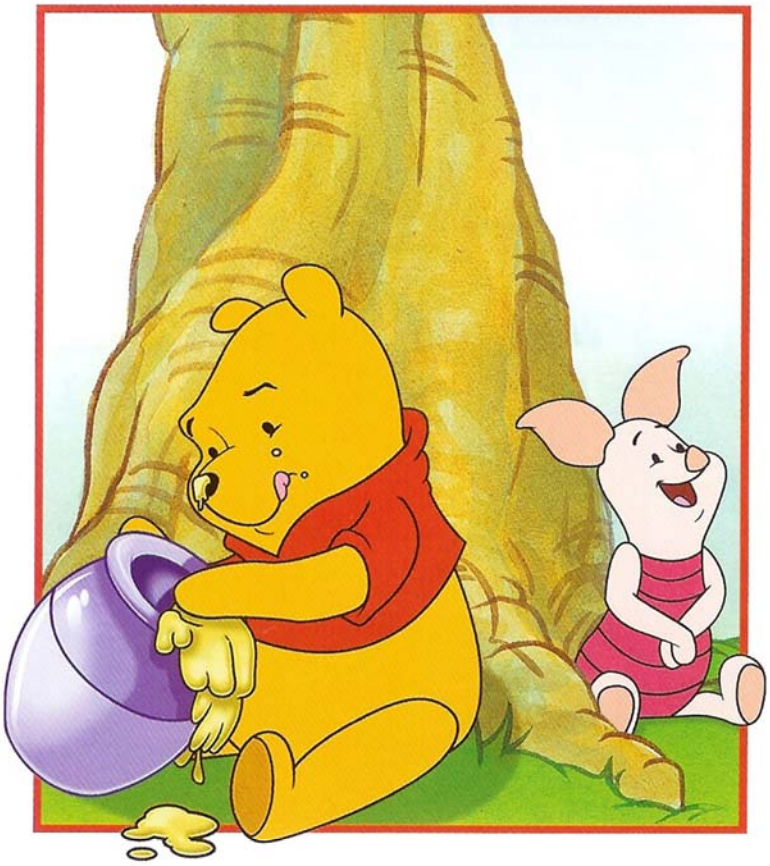
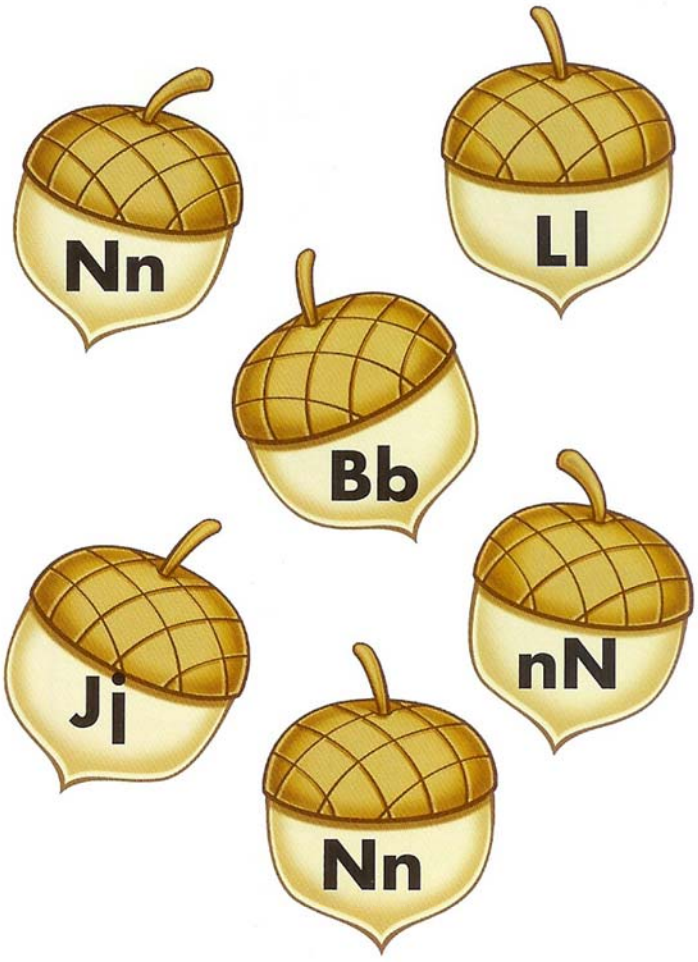
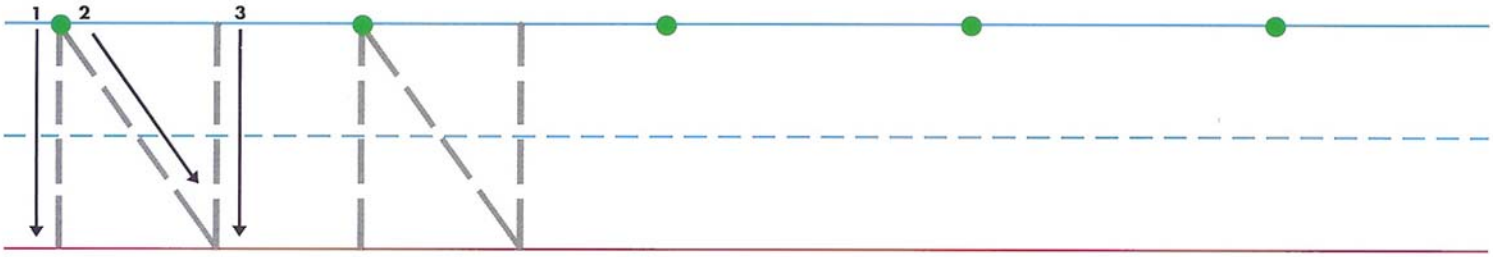
Nibble on Nuts

Name _____

Piglet may want to nibble on the nuts. But Pooh only wants to eat honey. Circle each nut that has capital **N** and small **n** on it. Then trace and print the letters **N** and **n** on the lines.







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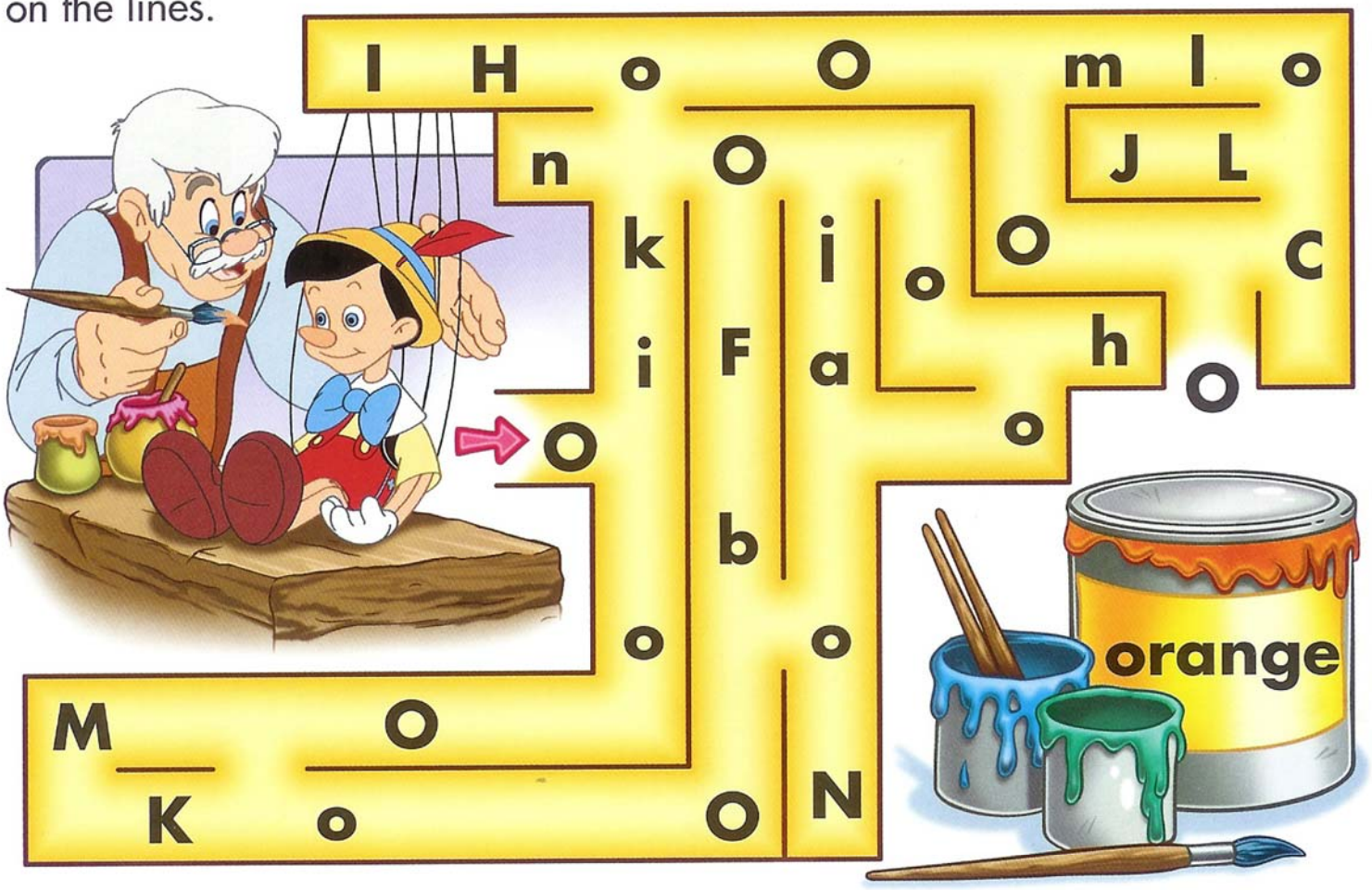
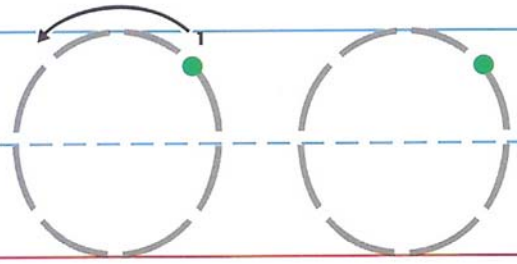
Open the Orange Paint

Name _____

Geppetto wants to open the orange paint. Draw a line along the **O-o** path to get Geppetto to the orange paint. Then trace and print the letters **O** and **o** on the lines.





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Playful Puppies

Name _____

Pongo and Perdita's puppies like to play. Circle each puppy that has a **P** or a **p** under it. Then trace and print the letters **P** and **p** on the lines.

P

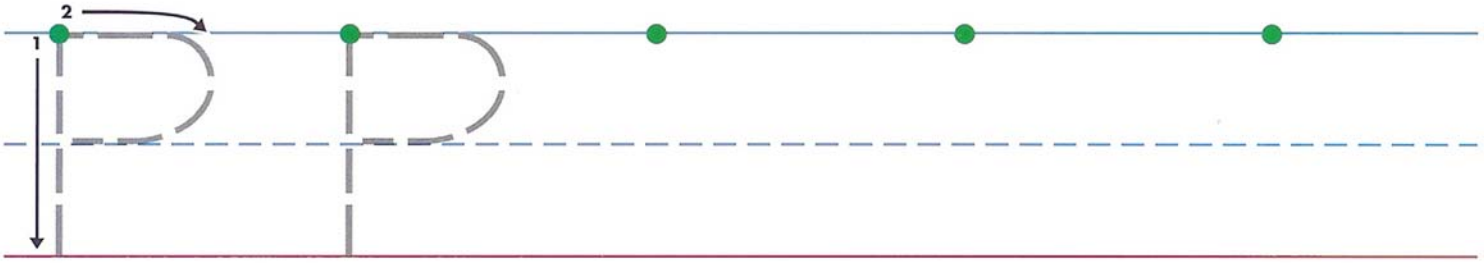
f

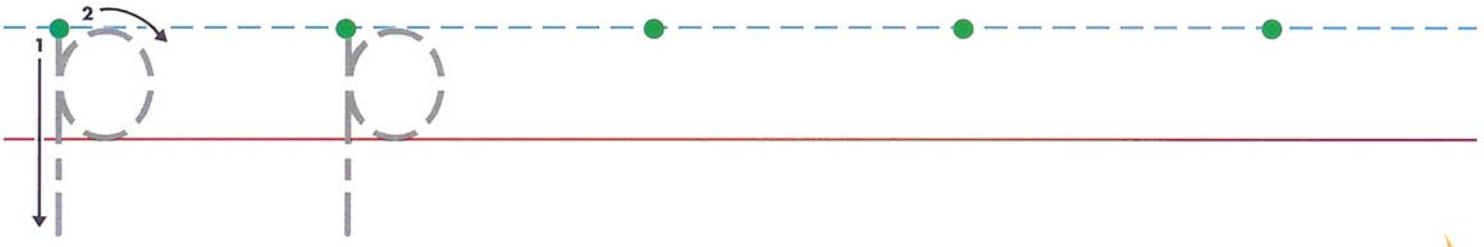
p

B

p

P





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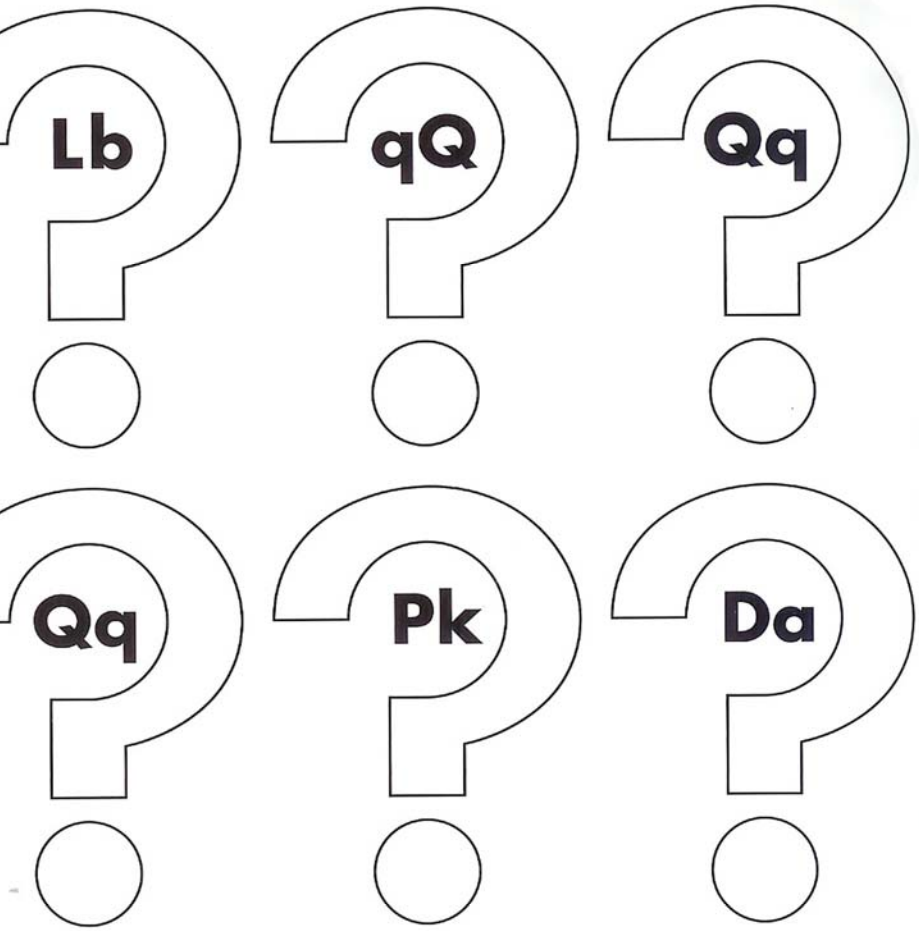
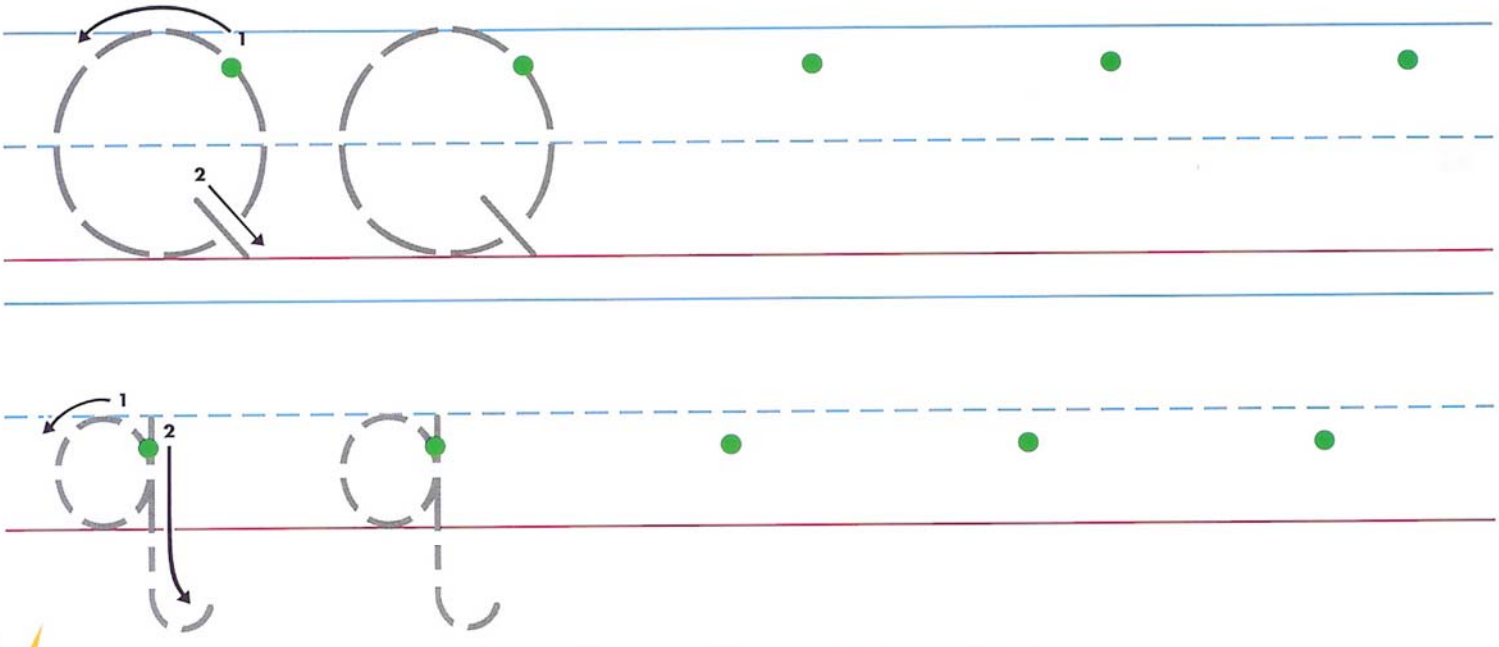
A Question for the Queen

Name _____

Atta asks the Queen a question. Colour the question marks that have partner letters. Then trace and print the letters **Q** and **q** on the lines.

What can we do, Mother?





Matching and Printing Q q

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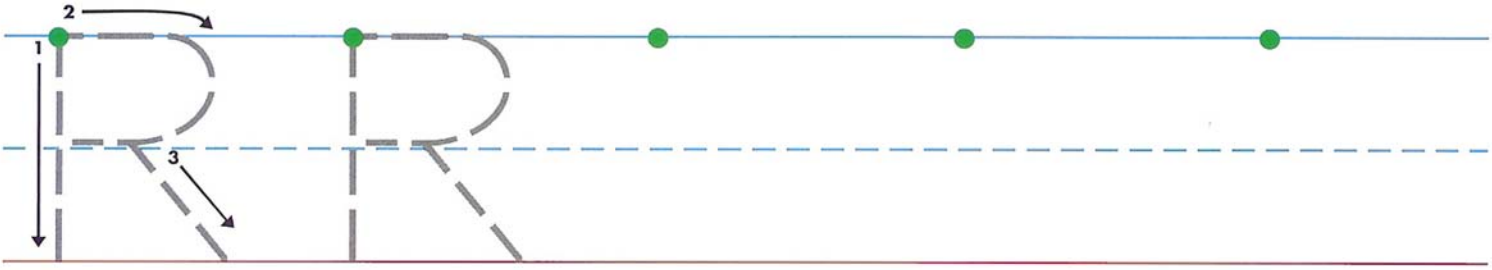
Really Rosy

Name

What does Belle see in the jar? Colour red each space that has a capital **R** or a small **r** on it. Then trace and print the letters **R** and **r** on the lines.



© Disney

Sitting by the Sea

Name _____

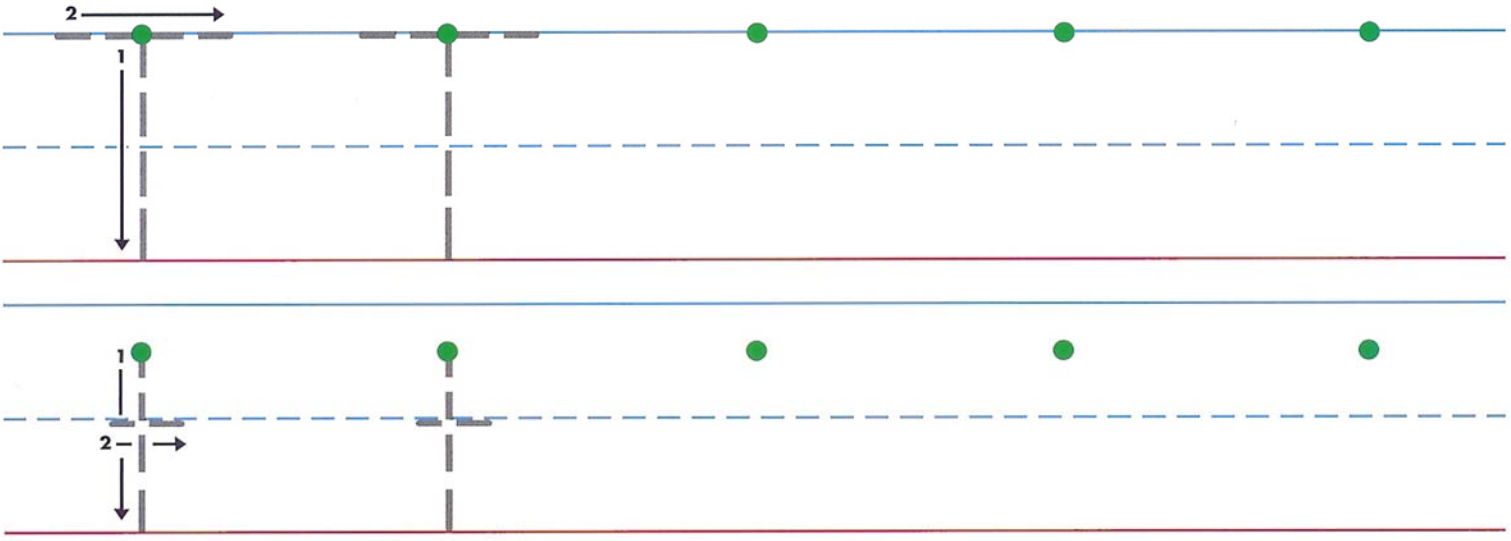
What does Ariel see by the sea? Circle each picture that has an **S** or an **s** on it. Then trace and print the letters **S** and **s**.

© Disney

Time for Tea

Name _____

It's Mrs Potts and Chip's favourite time of day—tea time! Look at the letter **T** or **t** on each teapot. Colour the teapot and the teacup that have partner letters. Then trace and print the letters **T** and **t** on the lines.

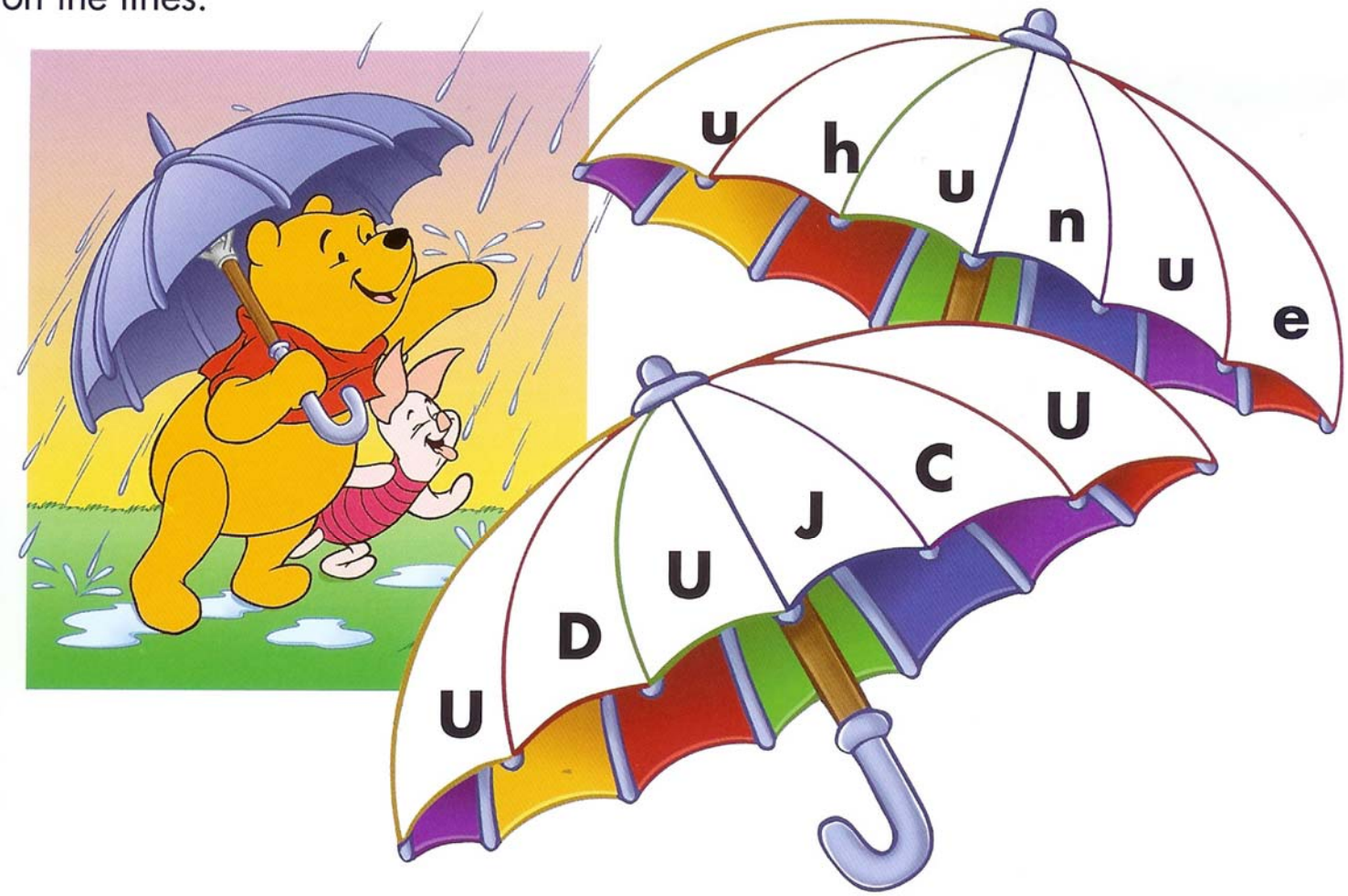


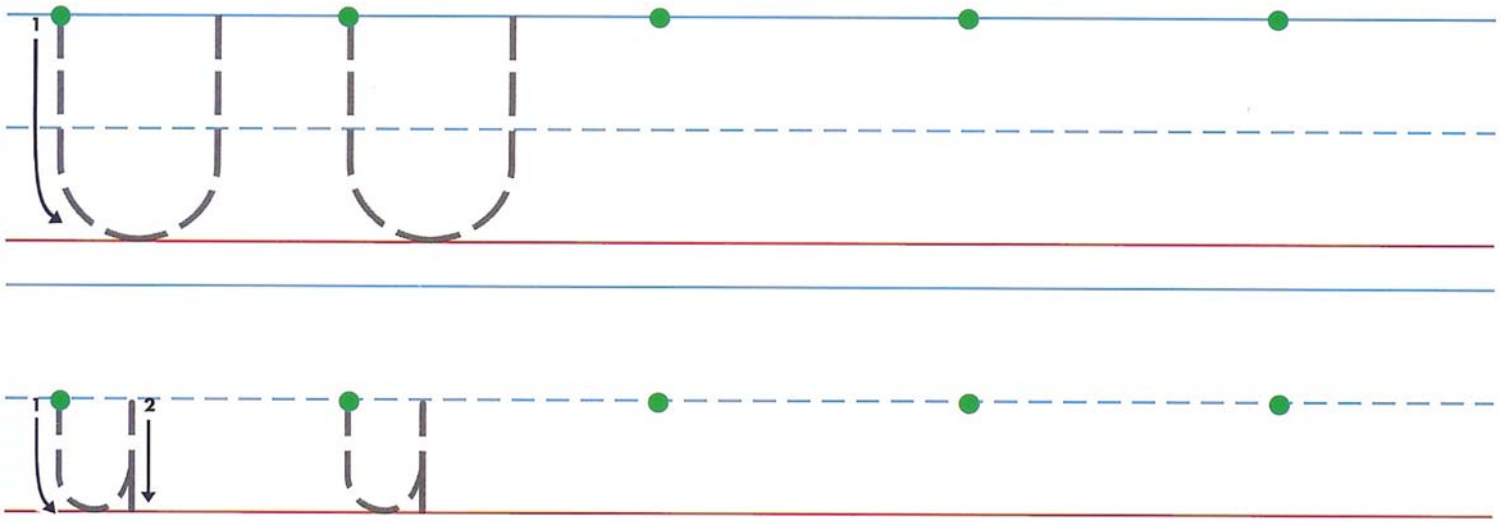
© Disney

Up Goes the Umbrella

Name _____

An umbrella keeps Pooh and Piglet dry. Colour each part of the umbrella that has a capital **U** or a small **u** on it. Then trace and print the letters **U** and **u** on the lines.





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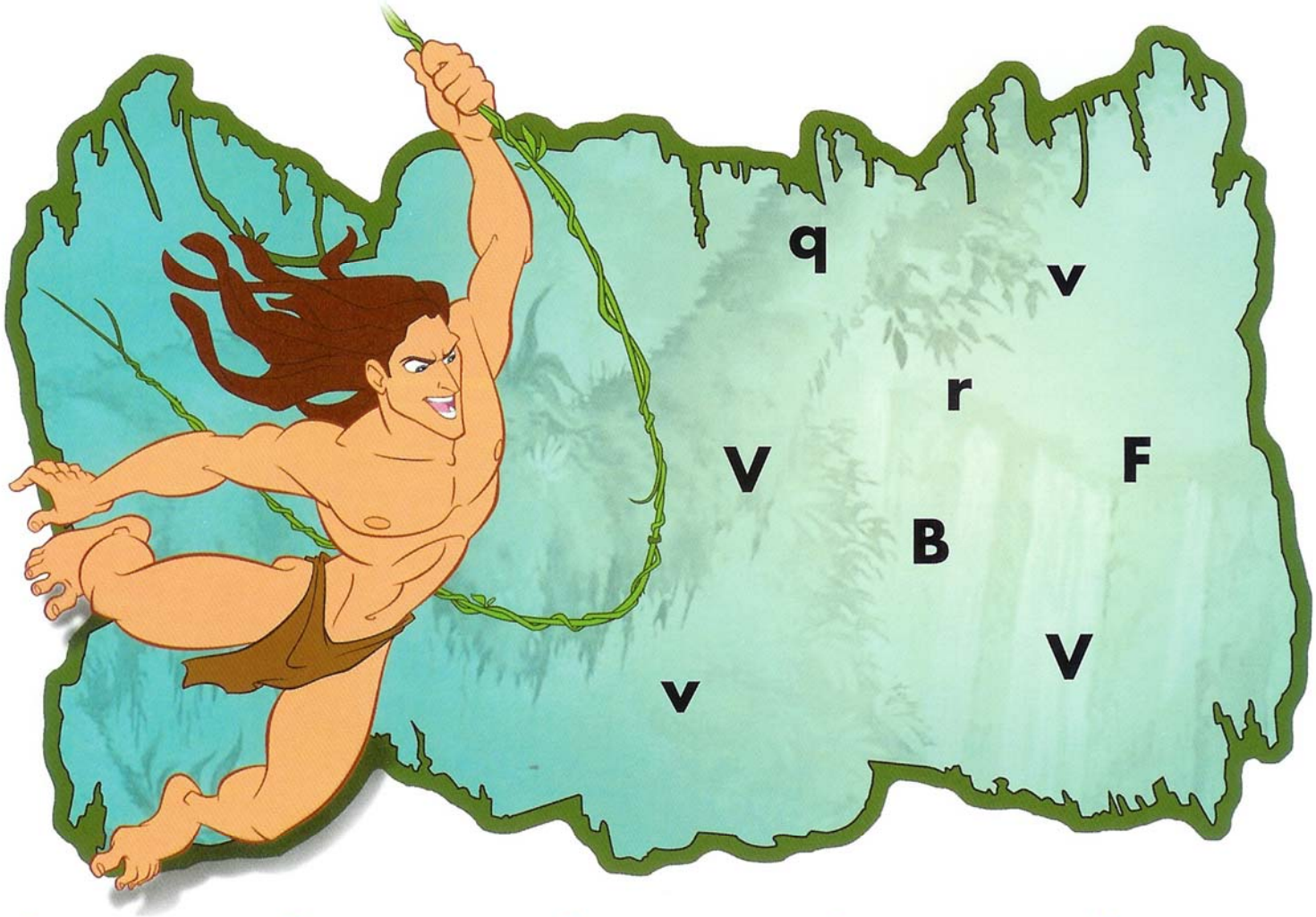
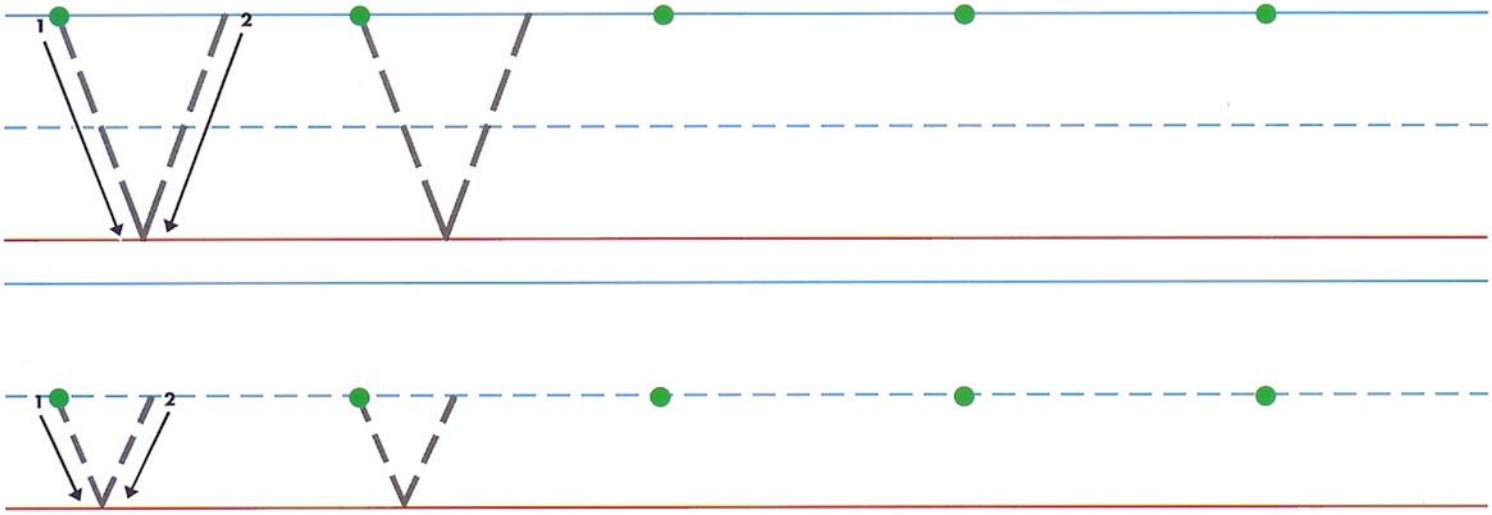
A Very Fine Vine

Name _____

Tarzan swings on a vine. Start at Tarzan's vine and draw vines to each capital **V** and small **v**. Then trace and print the letters **V** and **v** on the lines.





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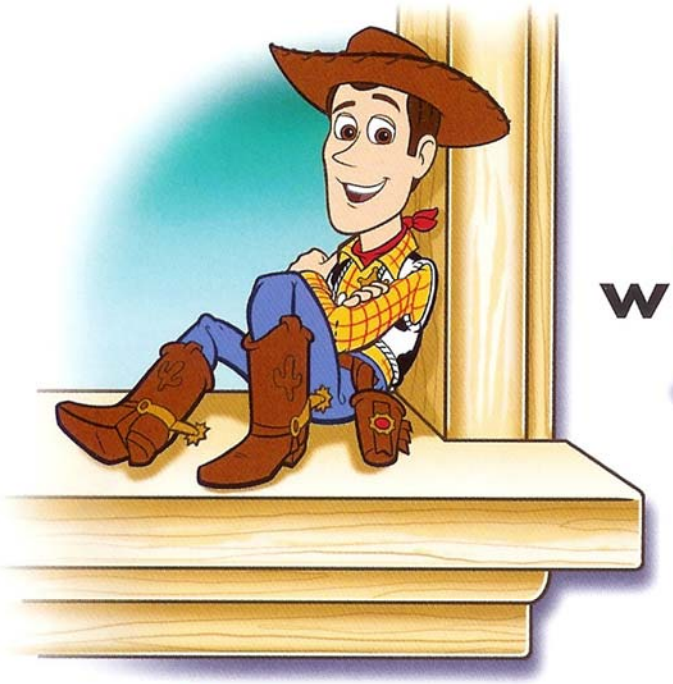
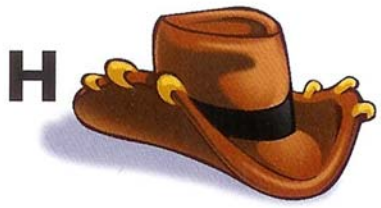
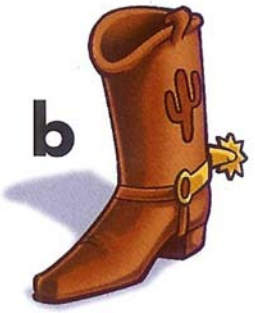
Woody's Window

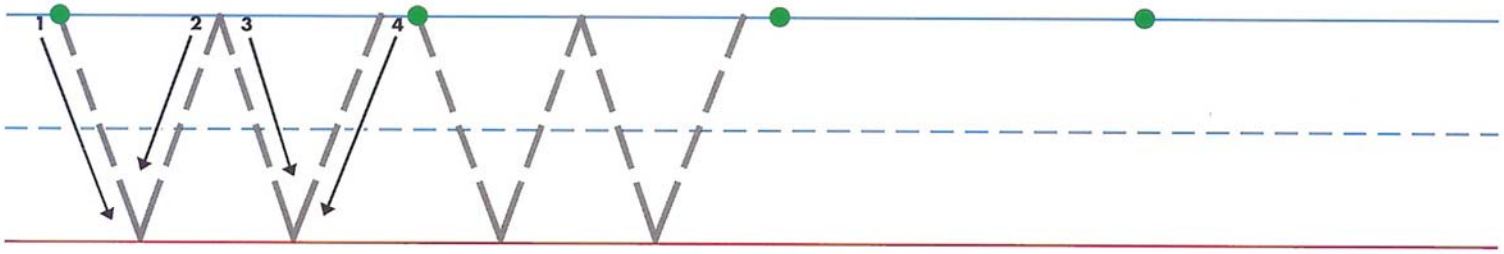
Name _____

What does Woody see outside the window? Circle each picture that has a **W** or a **w** next to it. Then trace and print the letters **W** and **w** on the lines.









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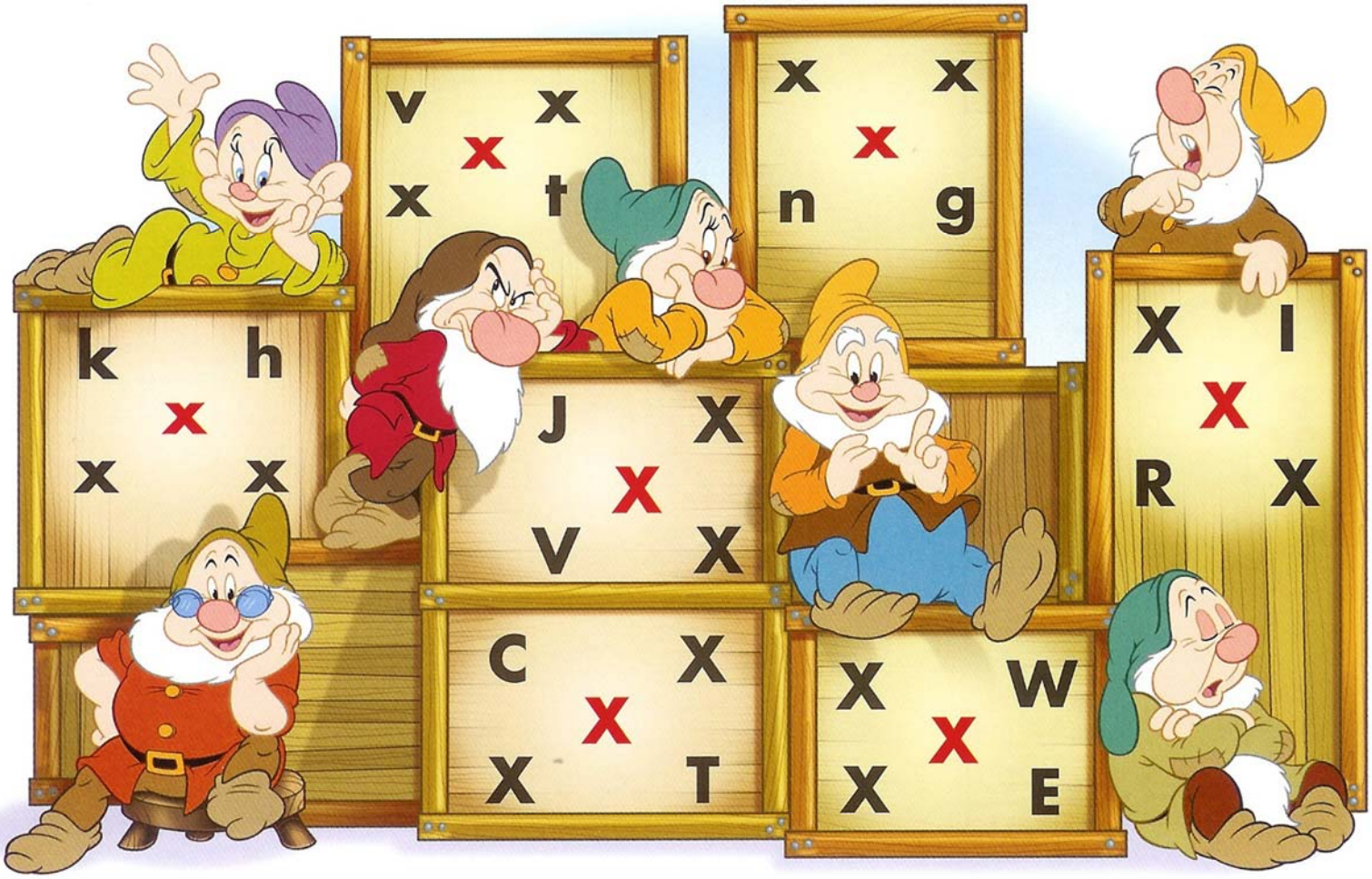
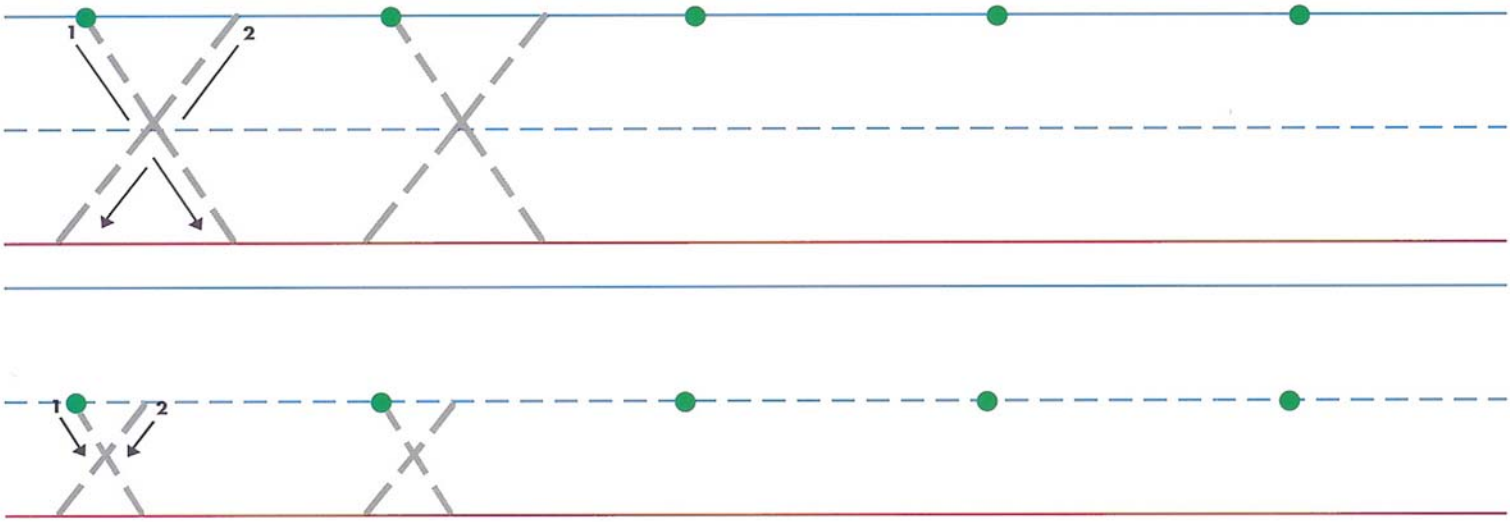
Relax on a Box

Name

The Seven Dwarfs are home from work. Now, they can relax. On each box, draw lines from the red letter to the same two letters on that box. Then trace and print the letters **X** and **x** on the lines.





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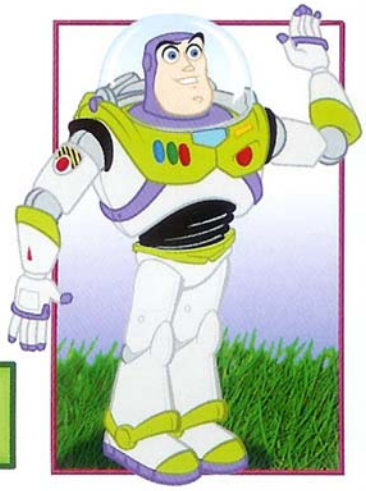
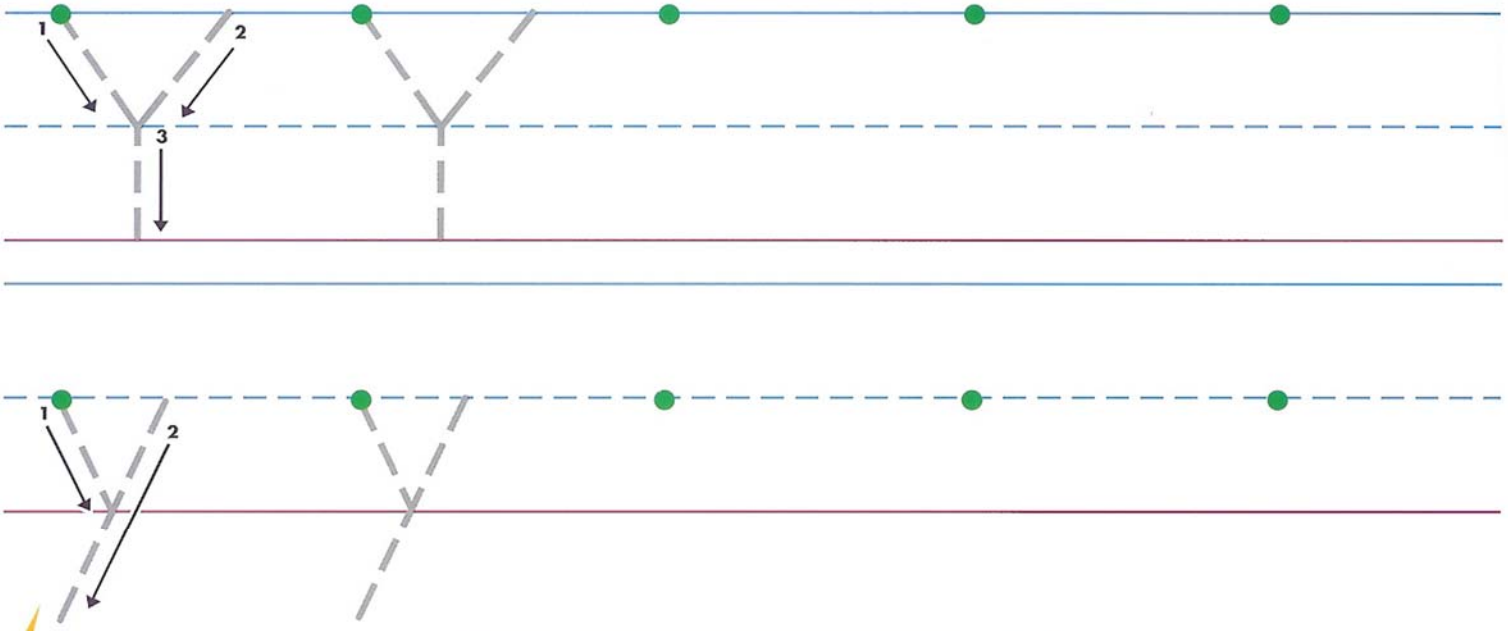
Yes! He's in the Yard.

Name _____

Help Andy find Buzz Lightyear. Draw a line along the **Y-y** path through Andy's yard. Then trace and print the letters **Y** and **y** on the lines.

r T u
y Y y
X y Y
i S r
Y Q Y
I U p
c
D v y
y Y y





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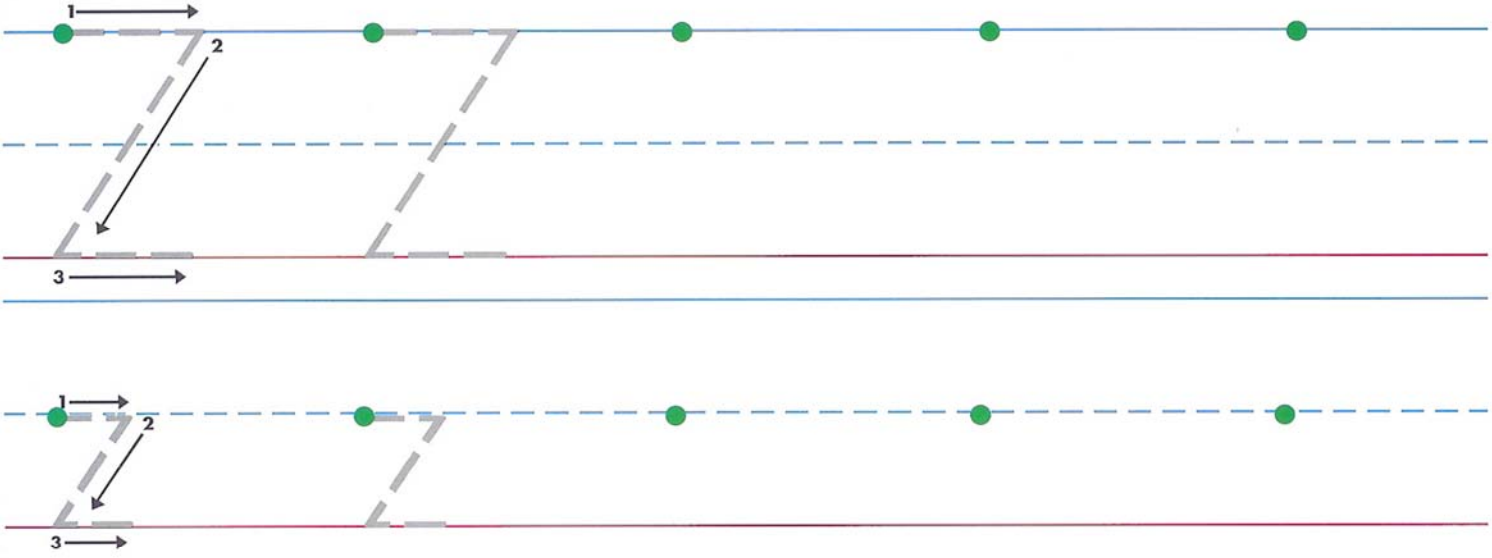
Zazu Can Zigzag

Name _____

Zazu can zigzag from tree to tree. Cross out each letter that is not a **Z** or a **z**. Then trace and print the letters **Z** and **z** on the lines.



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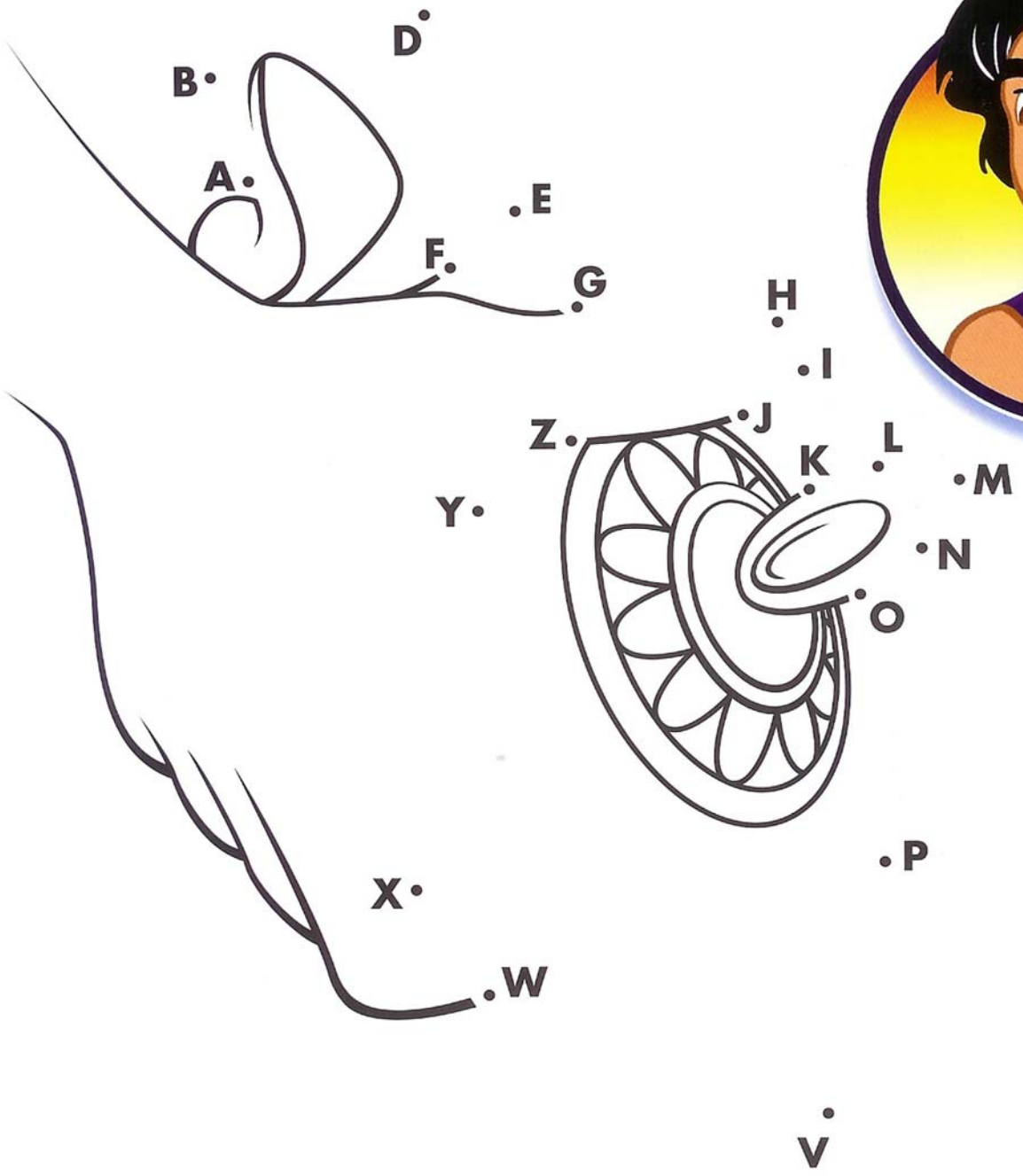
Aladdin's ABCs

Name _____

What is Aladdin holding? Connect the dots from **A** to **Z** to find out. Then colour the picture.



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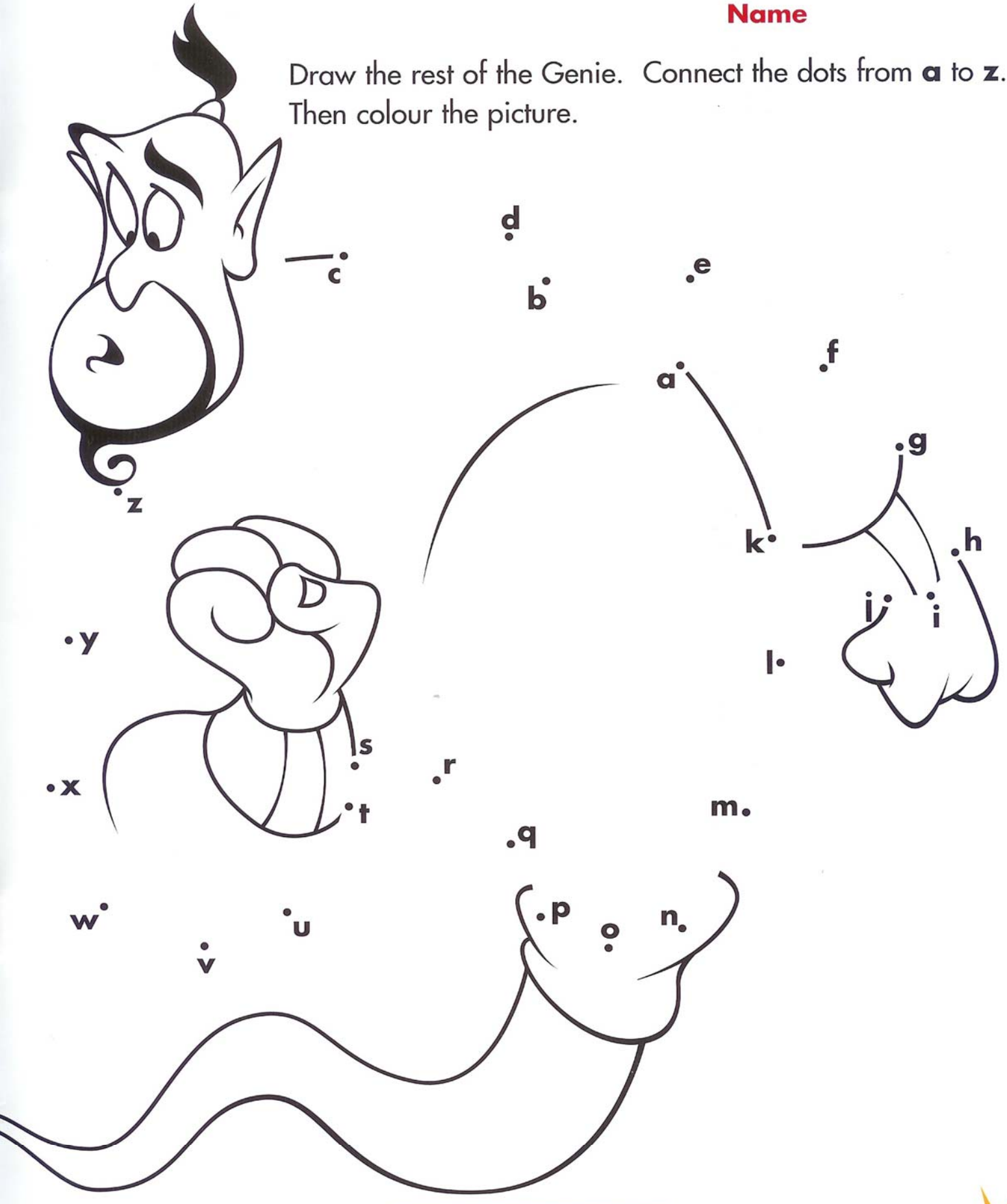
Name

Draw the rest of the Genie. Connect the dots from **a** to **z**. Then colour the picture.



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Good Night ABCs

Name _____

It's time to say good night to the puppies. Write the missing letters on the puppies' basket.

A B C _____ E F

M N O _____

V W _____

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G _____ I J K _____

Q R S _____ U

Y Z

© Disney

Helping Your Child at Home

The Alphabet

Recognising and printing the letters of the alphabet is important to your child's progress in learning to read and write. Matching the capital and small letters and ordering the letters from **A** to **Z** are other steps on the road to reading success. The activities in this book and those suggested below are ways you can help your child develop these skills at home.

- Sing 'The Alphabet Song' together.
- Visit the library and borrow one of the many wonderful alphabet books available.
- Invite your child to form letters using all sorts of materials, such as glitter, glue, clay, craft sticks, pipe cleaners, foil, wallpaper, buttons, felt, foam trays ... be creative!
- Write partner letters on index cards, one per card. Hide the cards with small letters. Give your child a card with a capital letter and invite him or her to find the matching partner letter card. Then, reverse the game by hiding the capital letter cards.
- Repeat the following rhyme and ask your child to print a letter of the alphabet:
  Print capital A.
  Do you know how?
  Print it now. (Pause for your child to write the letter.)
  Wow! Wow! Wow! (Say this line together after your child has finished printing the letter.)
- Draw a hopscotch grid in soft dirt or with chalk on the footpath. In each section, write a letter of the alphabet. With your child, take turns tossing a stone, hopping to the letter, and saying its name. Then, pick up the stone and hop back.
- Look for capital and small letters wherever you go with your child—to the supermarket, restaurant, post office, etc.
- Encourage your child to examine old newspapers and greeting cards, used magazines, and junk mail for a particular letter and use a marker to highlight it.
- Write the letters of the alphabet on tiny self-stick notes and have your child put the letters in the correct order.
- Praise your child's efforts ... and reward them with a sticker!

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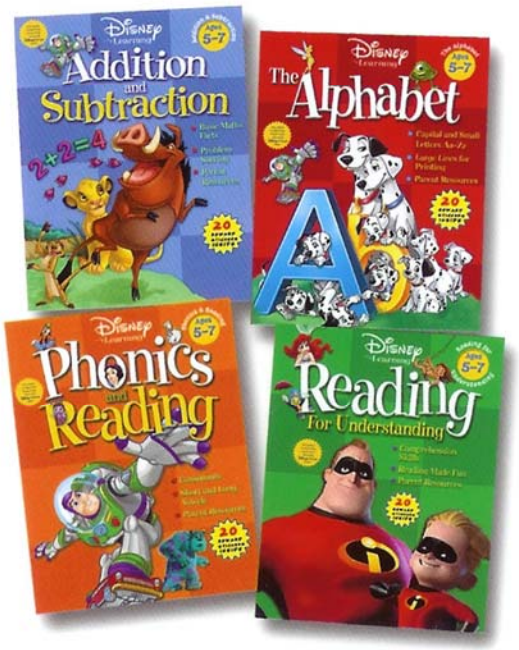
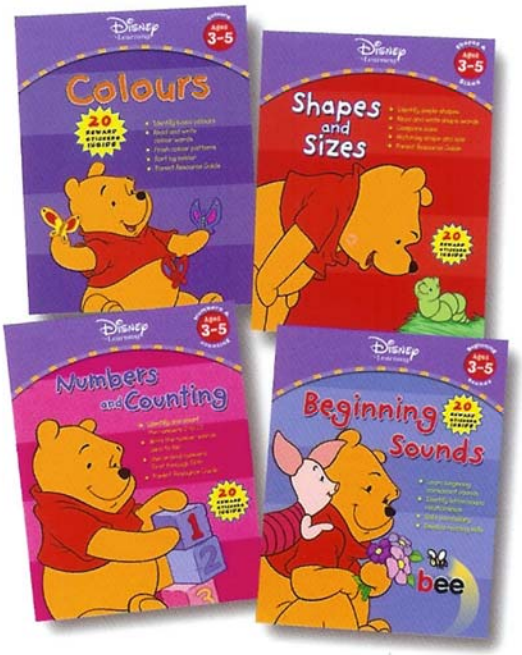
Disney Learning

The Disney Learning series offers a unique educational approach to teaching essential skills to your child. The full-colour workbooks use a delightful Disney or Disney/Pixar character on every page to motivate young children and create exciting lessons!



Disney Learning includes:

- reading, mathematics, language, writing, and fine motor skills
- a delightful Disney or Disney/Pixar character on every page
- reward stickers
- parent resources



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